

BAKA no baka

BANZAI ANIME KLUB OF ALBERTA FANZINE

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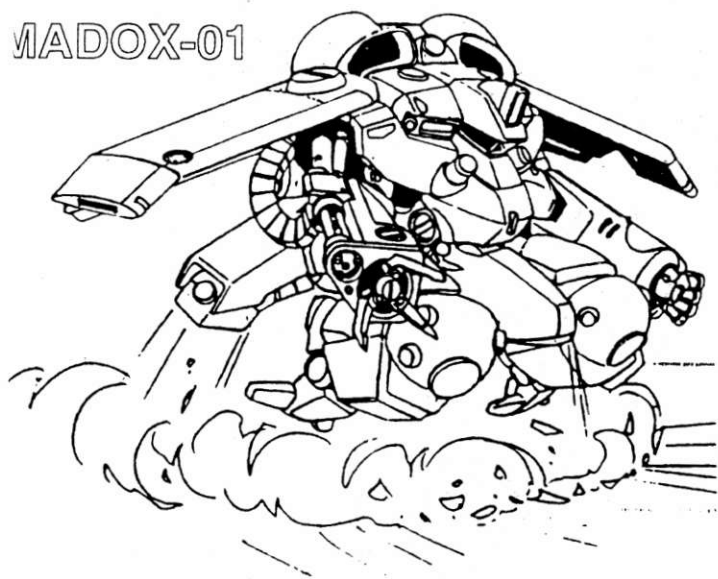
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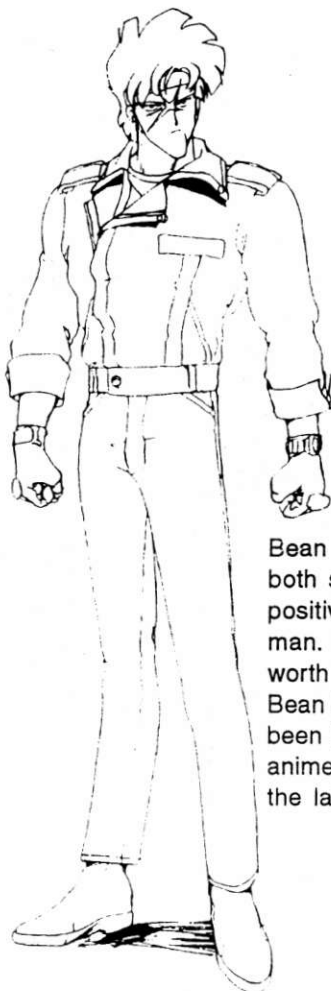
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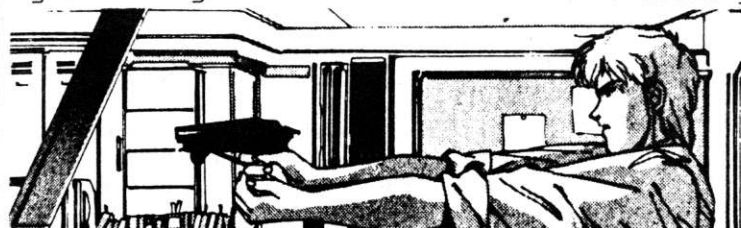
Special Thanx:
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BAKA no baka

Banzai Anime Klub of Alberta Fanzine

Our editor is now fully recovered and preparing to handle any of our subscriber's complaints. The editor refused to tell use what kind of preparations he was making but our ever vigilant manga artist followed him to a local gun range.



"Please, tell me your ---- complaint again!!"

Here is what our manga artist saw:

Welcome to another super-dimensional-mega-sized issue of BAKA no Baka. For a fanzine, I feel the amount of submissions is excellent and I encourage everyone and anyone to submit articles and/or art. We would like to see input from our international subscribers and members. The deadline for Issue #4 is Sept 7, 1992. Just send it to the address on the back. I would also like to apologize for not including more Nadia synopsis, Bubblegum Crisis 7,8, and Ranma 1/2 as we promised in the last issue. Bubblegum Crisis and Ranma 1/2 have been pushed back to later issues. If any of you out there would like to see any changes or improvements whether you are a BAKA club member, subscriber or just plain anime fan, PLEASE write us at our address. We have increased our subscription price slightly to reflect our larger format and higher mailing costs. This price increase will not affect current subscribers until renewal. All of us at BAKA have worked very hard to ensure that this issue comes out on schedule without compromising quality. We hope with the increase of subscribers that we may be able to go to color in the near future. Unfortunately due to tougher times, most local members will not be able to attend Anime Expo '92 but with luck will be back in force next year (its a long way from Edmonton, Alberta, so walking is not an option for us!)

Vlad G. Pohnert

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THE SPOKEN WORD VS THE WRITTEN

A Look at Subtitled and Dubbed Anime in North America

By Victor Chan

With the recent surge in available subbed and dubbed anime in North America, fans now have a choice of what "translated" show to watch. Several years ago, this would have been almost impossible, where one had problems finding original Japanese animation let alone any translated works. Due to fan interest and rising popularity, coupled with several companies' willingness to risk the market, has there been such accessibility to anime.

Formally speaking, "subbed" anime refers to Japanese animation that has been subtitled, usually into English, for greater accessibility to the public on this side of the Pacific. "Dubbed" in this context does not refer to copied anime but rather an overdub of the original voices in the original anime and in several cases, of the music as well, to English and in many instances, romantic languages such as French.

Though I am benevolent towards the two formats, I am more inclined to favor that of subtitled anime because of certain advantages that it has to offer. As a novice to the Japanese language, I frequently look for methods that will allow me to learn it more easily and readily than studying textbooks and mumbling after nimbly-spoken tutorials on audio-cassettes. Unfortunately, I do not live in Japan or even the San Francisco Bay Area, where it seems there is a proliferation of Japanese people if not of culture. With very few people to practice my skills upon, it is thus subtitled anime that has enabled me to improve my meager abilities. By following the dialogue with an "on-screen script", I have been able to recognize words and colloquial expressions more easily. My pronunciation and listening ability of "Nihongo" has also improved. So it is in this vein that subtitled anime offers its advantages. However if the viewer is not of educational bent when watching anime, subbed anime may appeal less to him/her than dubbed anime.

In my opinion, dubbed anime does not really have that much of an advantage over that of subbed. One problem with the production of dubbed anime is that the

producers seem to always want the English dialogue to synchronize with the movement of the characters' mouths. This, it seems is just aesthetic and vain desire. Due to this tendency, the dialogue in dubbed anime is frequently "adapted" from the original Japanese scripts. Subbed anime, however, is usually faithful to the Japanese script. There would be no point to translating the script only to have the subtitles display an adapted version of it. Cultural topics seem to be the only exceptions to it though and even then, it seems to be very limited in frequency.

Currently in North America, there are three companies producing subtitled anime while only one is involved with dubbed anime. While the ratio is disproportionate, you can speculate which format seems to offer a better market in the eyes of the companies.

U.S. Manga Corps, U.S. Renditions and AnimeEigo are the three companies responsible for most of the available subtitled anime at the present. With such titles as Project A-Ko, Dominion, Appleseed, GunBuster, Dangaio, Riding Bean and BubbleGum Crisis, they have ensured a large fan following through their ever-growing list of available titles. AnimeEigo has now even opted to expand their distribution farther to reel in international sales. They are planning to release several anime videos (BubbleGum Crisis) in PAL format that is used in Australia, Hong Kong and most of western Europe.

Streamline Pictures has dubbed Akira, Robot Carnival and Vampire Hunter D among others. Their current project is a video release of the first thirteen episodes of Nadia and the Secret of Blue Water. Of note, they are also the only North American company so far to have their anime theatrically released (eg. Robot Carnival and Akira). Heavily involved with Streamline Pictures is Carl Macek. You may remember him as one of the people responsible for the edited Robotech produced by Harmony Gold. Streamline not having been formed yet, he was something of a producer for Harmony Gold. In that situation, they secured the

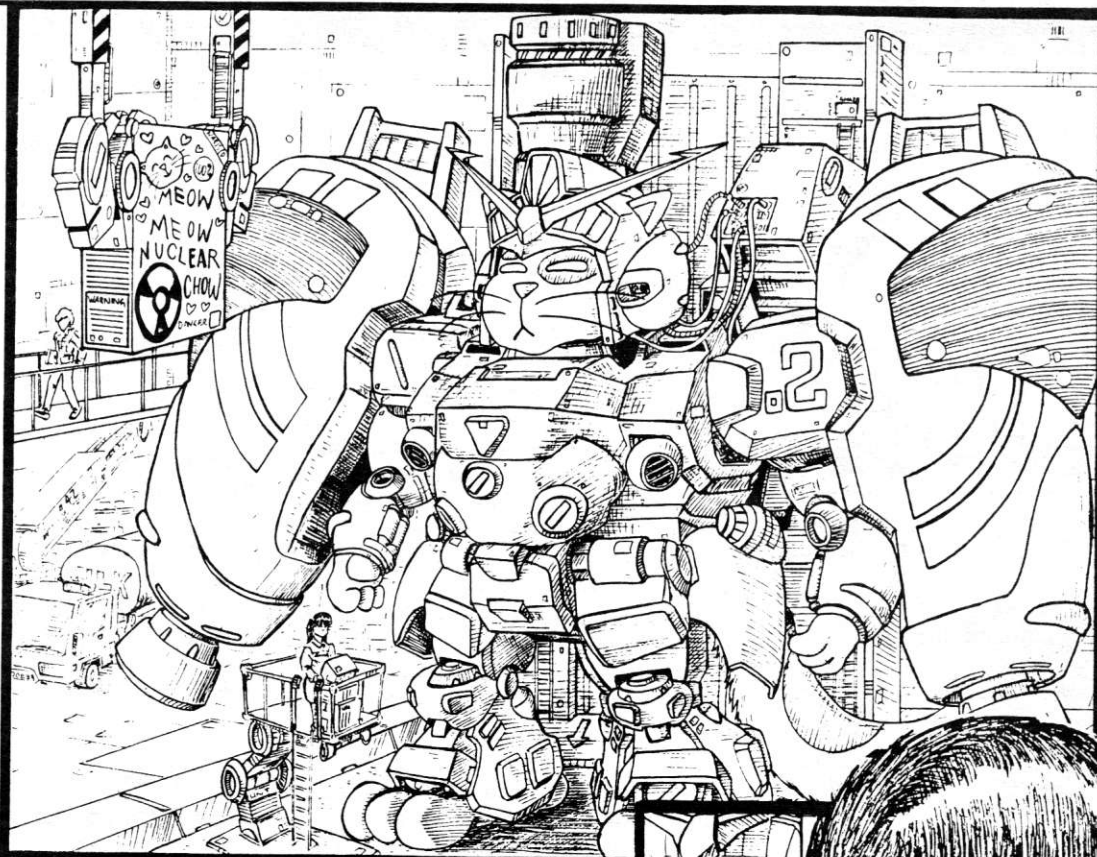
rights to Macross, Super Dimensional Cavalry Southern Cross, and Genesis Climber Mospeada. They proceeded to edit the three independent series together to form 'Robotech' by creating weak scripting links to hold the three 'parts' (you never saw any one character from one series appear in another) together and have Reba West sing an entirely new English soundtrack. I often hear the comment that many people in North America got started on anime through Robotech but after discovering original Japanese animation (even subtitled versions of it) they quickly abandoned Robotech in preference for the "real thing".

With the first episode of Nadia and the Secret of Blue Water released, fans have already started complaining about Streamline's latest endeavor: the dialogue wasn't completely faithful to the original script (for those who have seen it in its original Japanese form) and some of the original dialogue couldn't be completely removed so a narrator was heard speaking in English above the sound of a Japanese narrator. Complaints like these and the rumor that Streamline does not pay attention to anime fans make it slightly more difficult for Streamline to grab customers away from the subtitling companies.

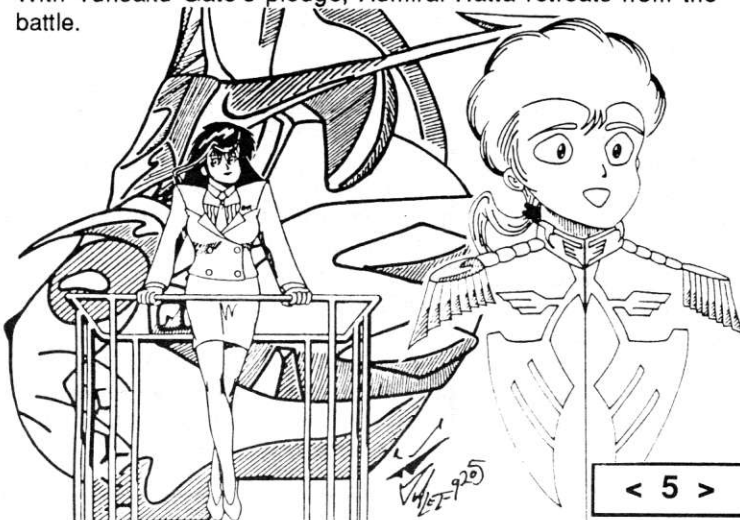
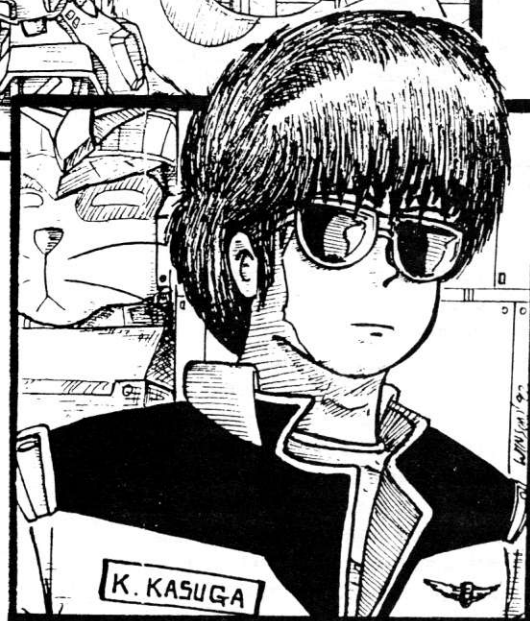
There is no doubt that anime in North America is a growing phenomenon. Already, four companies have sprung up in the last few years to sate and possibly fuel fans' desire to watch anime in a more readily understandable format. For those who like to learn Japanese, I recommend subtitled anime as a better alternative to dubbed anime but for many, either is preferable to no visual or audio aid. Although Streamline has the stigma of being attached to Carl Macek, to their credit they haven't done any visual editing of the anime that they've released. In this business though, I believe that the companies must listen to the fans - after all anime isn't a mainstream movie or video that everyone is bound to see. People such as Robert Woodhead of AnimeEigo have listened to fans and it is such protocol, if adopted, that may ensure viability in such a market today.

VIDEO BAKA - KOR 0083: OrangeDust Memory

Episode 1 - "Stolen Jingoro JP02"



Mobile Suit Gundam KOR 0083 is a new series which expands on the Gundam Universe. It helps fill in the time from end of One Year "I wish to return to that day" War in UC 0080 to UC 0085 where KOR Z Gundam begins. The story starts with preludes showing the last battle of the One Year (I.W.T.R.T.T.D.) War, The Battle of AbowAyukawa. Here, the character of Lieutenant Yuhsaku Gato, is introduced. He is a mobile suit ace of the Neo-Jion-Hiyama forces and parttime Karate expert. He has been called the Nightmare of Solomon Road but moonlights sometimes at ABCB owned by Master Amuro Rey. As the Neo-Jion-Hiyama are losing the battle to the Federation, Admiral Hatta Delaz commands Yuhsaku Gato to pledge allegiance to him and help rebuild Neo-Jion-Hiyama to fight anew against the Federation. With Yuhsaku Gato's pledge, Admiral Hatta retreats from the battle.

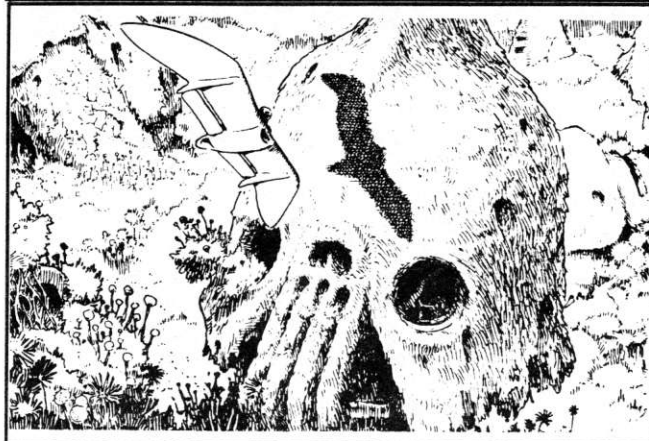


It is now UC 0083. It has been three years since the One Year "I.W.T.R.T.T.D." War. In the vast desolate wastelands that was once Australia, a war game is being played. Test pilots Ensign Kyousuke Uraki and Ensign Komastu Keith in their Zaku try in vain to battle a GM with an new improved backpack. Monitoring all this with a watchful eye is Lieutenant Kasuga Burning. As this is happening, Madoka Purpleton is gazing in wonder at the sea from the White Base, Albion. The White Base is transporting two new Jingoro Gundams: the JP-01 and JP-02, and a large supply of nuclear meow chow to be tested at the Australia base. However, this delivery does not go unnoticed by Yuhsaku Gato. He is entrusted with an important mission- Operation: OrangeDust. It's goal is to steal the new Gundam Jingoro mobile suit, JP-02 with its nuclear meow chow and show the world that the Federation has broken the UshikoUmaoic Treaty...

NAUSICAA

The World According to Hayao Miyazaki

By Greg Fink



If you ask virtually any fan of anime to list their top ten anime movies, then the work of Hayao Miyazaki would be included in that list. Miyazaki's films have long been firm favorites in Japan and recently have been gaining ground in North America. His characters are amongst the most popular in Japan, some still occupy the top twenty chart in a leading anime magazine years after their introduction. For the small percentage of anime fans who do not know his work, this must amount to a minor mystery.

What is it that makes his films so popular? Some fans cite the near photographic quality of the animation. Miyazaki pays close attention to detail, especially in the backgrounds. It is not uncommon to see each blade of grass ripple in the breeze in some of his movies. Other fans will tell you it is the music he selects for the backgrounds. It compliments the animation completely and adds a greater depth to the proceedings. The other factor mentioned is the storylines. Miyazaki is a master storyteller who weaves tales which capture the attention and imagination of all who watch his films. There is literally something in his anime for everyone, from the lover of comedy to the action/adventure fan. In my opinion it is the combination of all three which make Miyazaki the success that he is, and makes his films an example of anime at it's best.

To justify this statement I shall provide a look at some of his films. The first one will be Nausicaä of the Valley of the Wind, his first major film. Nausicaä is the story of a princess who finds within herself the ability to heal the world. The world has

become poisoned and sterile, an after effect of the seven days of fire. The old world was destroyed in a huge war, completely destroying the technological civilization it had founded. Now, several thousand years later, those who survived are trying the rebuild in a hostile environment. The destroyed forests have been replaced by a large fungal forest, which releases deadly spores.

Most animals have been destroyed. Those that haven't have been changed beyond recognition. Nausicaä is one of the lucky few who live in a fringe area free of the deadly spores. She and her people live next to the sea, where the constant breezes keep the Valley of the Wind safe. Alas this is not a peaceful world.

The people of the valley are ruled indirectly by a figure known as the Vai emperor. This is someone who seeks out the glory of the old world. He demands the service of the Valley's only working airship and a crew to man it in his wars of conquest. As if the problem of a ruthless emperor were not bad enough, there are other forces to be concerned about. The earth itself is trying to clean and restore itself. To accomplish this it uses the spores and giant Ohmu insects who spread them. The purpose of the fungi is not known to the people, who call it the rotwood for its deadly effect. It is Nausicaä who discovers that it is the rotwood which is cleansing the soil and water, and that the insects are an integral part of the plan.

I shall not give away the storyline, as I wouldn't want to ruin it for anyone who wants to see it. However I can say that it is very heavily influenced by mythology and legend. In fact the character of Nausicaä is taken from the Odyssey, where she was a Phaeacian princess. A book that Miyazaki read as a child devoted a page and a half to her and only half a page to the likes of Zues and Apollo. He became determined to write a story using that character. One of his other interests is ecology and Miyazaki decided to combine this

fascinating princess and the problems of the environment to make the film's story. Mythology is also represented in the seven days of fire. In the story, it took seven days to destroy the world. This acts as a contrast to the biblical story of the seven days to create the world. There are other small tidbits, but I will leave them to the viewer to sort out.

The film is available in a variety of formats. The original Japanese version is very easy to follow, and scripts are available in English for the dialogue intense scenes. It is also available in an English dubbed version from New World Pictures. To my mind this film, called Warriors of the Wind, is not the preferred version. Names have been changed, some of the music is missing and about thirty minutes have been cut from the film. For the manga fan Miyazaki has been adapting this movie into manga in Animage magazine for several years. This could be tough to track down on the original Japanese, as we have some problems finding back issues of Animage. This problem is solved however by Viz Comics, who have put out the first four volumes of Nausicaä in English.

...Continued on page 20

The Main Characters of Nausicaä:

Nausicaä: 17 year old daughter of Ciefan Juin, The ruler of the Valley of the Wind. She is an accomplished warrior and swordsman. Nausicaä is also the carrier of awesome responsibility. It is up to her to user her power to heal the world. She is aided in this quest by...

Master Yupa: Greatest swordsmaster in the world. He is now getting on in years but still is superior to most younger men in his swordsmanship. Yupa is a confidant to Jhil and a respected teacher to Nausicaä. He has spent most of his life trying to learn the secrets of the rotwood.

Chief Jhil: Leader of the Valley of the Wind. Once he was a strong warrior. However, he is now in the final stages of a wasting disease caused by the rotwood. Jhil, as he dies, passes on the leadership to the Valley to his daughter. She is the only survivor of the eleven children. Thus Nausicaä becomes the first female to ever lead the valley.

Uncle Mito: Chief pilot and Nausicaä's uncle. He is not very well known, but Nausicaä trusts him completely. In return Mito is fiercely loyal to Nausicaä.

MANGA MANGA!

Go! Go! Sabers!: Act 3 - "Rock On! Priss"

Interpreted by John Brisson

Priss and the Replicants are back, and are performing live concerts in a waterfront review house. After the show, Priss stays later than usual and is reminded to lock up and return the card key to the building owner the following day. When Priss is finally alone, she contacts Sylia Stingray and they go over their plans to investigate the review house. Nene Romanova explains to her teammate Linna Yamazaki that they are looking for stolen weapons and can't go in with guns blazing this time. While Priss and Sylia are reviewing their plans that Priss is interrupted by Leon McNichol. Leon asks Priss who she's talking to but she quickly tries to get rid of him. Leon stops Priss by mentioning a present he has bought for her, but still gets kicked out after giving Priss the present. Leon walks off into the



night and Mackie promises to grieve for Leon's loss. Priss plays with the kitten and silently apologizes to Leon for treating him so badly.

The owner of the review house, Mr. Owen, appears and questions Priss about why she is still in the building, and adds that she's usually the first person to leave after a performance. Priss quickly gathers her stuff and is escorted out of the building

by Mr. Owen. A minute later, Priss reenters the building and then silently observes Mr. Owen. Mr. Owen activates a hidden elevator and Priss foolishly jumps down the elevator shaft in pursuit. Priss' landing alerts Mr. Owen, but Priss is saved by the kitten, which Mr. Owen assumes made the noise. Priss collects the kitten and thanks it for saving her from being detected. Mr. Owen meets with his cohorts, Nick and Moe, who have arrived by mini sub. Nick is securing the mini sub while Moe is moving a guitar case. Nick asks Mr. Owen what the commotion was about and Mr. Owen tells him it was nothing. Moe removes and assembles a grenade gun telling Mr. Owen that he is worried. Mr. Owen relates that he's been stuck with a coward, but Moe denies that he is a coward. Mr. Owen goes over the plan to steal the canisters of superconductive gas and destroy the review house to cover their tracks. Priss wonders what the superconductive gas is being used for and begins to worry when she can't contact Sylia.

In the Knight Sabers' battle truck, Nene informs Sylia that they've lost all contact with Priss. Down below Priss figures that the communicator is being blocked by all the ground between her and the surface. Moe wants to go after the superconductive gas right away but Nick tells him that they have to wait until it is much darker out. Priss figures that Moe's grenade gun will overcome any opposition, but decides to cock her pistol anyway. The main block of Priss' gun slips from her grip alerting the criminals to her presence. Moe starts firing at Priss' position and sends her flying. Moe fires a couple more rounds and Priss injures her arm avoiding the blast. Mr. Owen puts a stop to Moe's shooting. Priss realizes that it's only a matter of time before they discover her and forms a plan when she spots the building's fuse box. Priss shoots the fuse box until the lights go out. While the criminals try to activate the emergency lights, Priss sneaks away. Moe goes nuts in the dark and starts shooting again. Moe hits a gas main in the dark and the resulting explosion sends Priss flying. Nick finds the emergency power switch but is electrocuted because of the gas. Moe continues to fire the grenade gun and Mr.

Owen sets off to find Priss. Priss can hardly move after the last blast that sent her flying, and Moe finds her helplessly sitting on the floor. Moe starts to squeeze down on the trigger and Priss closes her eyes in anticipation of death. Priss is surprised that she is still alive when she opens her eyes again. She sees Sylia standing over the unconscious body of Moe.

Sylia helps Priss up and Priss



suddenly remembers that Mr. Owen is still on the loose. Nene and Linna suddenly appear with an unconscious Mr. Owen (the gas took him out). While Nene is helping Priss up the elevator shaft, she asks Priss what Leon's present was. Priss only reply is to jump back down the elevator shaft. Nene quickly clears out as a part of the review house's roof falls into the elevator shaft. Priss shortly finds the kitten and apologizes to it profusely while the flames build around them. As Priss holds the kitten tightly, a sound gets her attention and a figure emerges from the smoke. The review house blazes in the night and the Knight Sabers stand back looking for any sign of Priss. A familiar figure emerges from the flaming building and the Knight Sabers rejoice in Priss' escape. Priss thanks Nene for sending the Typhoon to help her and Nene admits to being scared to go in herself. The following day, Priss is going out with Leon and so she leaves the kitten in Nene's care. Before Priss can leave, Linna starts asking a million questions and Sylia yells at them both to be quiet so she can get some work done. Linna can't believe that they're disturbing Sylia, and Priss thinks it's cute how the kitten is sitting on Sylia's head.

CHANNEL BAKA

"Kimagure Orange Road" TV Episode Guide

By Vlad G. Pohnert

Part 1: Episodes 1 - 12

This episode guide is a followup to the introductory article to the Kimagure Orange Road (KOR) TV series presented in the last issue.

This guide will be done in 4 parts. The last part will include an extensive music and song list describing on which KOR CDs it can be found. Also listed, is which anime stories correspond with the manga. It should be noted that some of the stories in the manga differ slightly to those in the TV series.

Main Characters (In Order of Appearance):

Kasuga Kyouusuke: The main character of the series.

Madoka Ayukawa: A girl who Kasuga falls madly in love with. She is in the same class as Kasuga.

Manami & Kurumi: Kasuga's younger sisters.

Jingoro: Kasuga's family cat.

Kasuga's Father: A professional photographer.

Hikaru Hiayama: A cheerful and bubbly young girl who has a fanatical crush on Kasuga.

Hatta & Seiji Komatsu: Kasuga's friends from school who are always hitting on his sisters.

Master: The owner of the cafe Abcb. Madoka works part time for him.

Yuhsaku: A Karate expert who knows Hikaru and Madoka from childhood. He is now after Hikaru and gets rather hot tempered when she is with Kasuga.

Episode #1 - "Transfer Student! Humbly First Love!"

Manga Equivalent Story - "The Red Straw Hat" (Vol. 1, Page 5)

Episode Description: Kasuga is counting stairs, when all of a sudden, he sees a red hat come floating by. Kasuga jumps up and catches it and hears someone say "Nice Catch". He looks up to see Madoka, and it's love at first sight! The next day, we are introduced to a rather spunky girl named Hikaru as well as Kasuga's classmates Komatsu & Hatta. Later, Kasuga and his sisters witness Hikaru being attacked by a motorcycle gang. She is rescued by Madoka who demolishes the gang singlehandedly...

Episode #2 - "A Bit Of A Lemon Kiss Is That Girl"

Manga Equivalent Story - "The Blue Spot" (Vol. 1, Page 37) & "The Lips Secret" (Vol. 1, Page 59)

Episode Description: Kasuga arrives late at school and runs into Madoka who tells him not to worry, since the teacher is always late. After failing to impress Madoka in a basketball game, Kasuga sits by himself in the gym pondering. He uses his power to sink a basketball from across the court!. This is noticed by Hikaru who is hiding in order to take a smoke. To complicate matters, Kasuga runs into Hikaru in the hallway and lands on top of her. She runs away smiling and calling him "Darling". A confused Kasuga is left to explain to a teacher his actions...

Comments: The love triangle situation that Kasuga faces from this episode forth is completed.

Episode #3 - "Mood Swings! Rolling First Date!"

Manga Equivalent Story - "A Sad Cheek Dance" (Vol. 1, Page 81) & "Lakeside Rhapsody" (Vol. 1, Page 103)

Episode Description: Kasuga and Manami teleport to a disco in order to try and find Kurumi who has used a ticket Kasuga had lost earlier. During his search, Kasuga runs into Hikaru and accepts a date with her. The next day, after arriving early, Kasuga decides to kill time by taking a boat ride. He spots Madoka, and she winds up on the boat with him. Later at a cafe with Madoka, Kasuga suddenly remembers the date he had with Hikaru and accidentally mentions it in front of Madoka. Madoka, insulted, gets up and leaves. Kasuga runs back to where he is to meet Hikaru. She is no longer there but has left him a message saying "Kyouusuke BAKA!!"....

Episode #4 - "Hikaru-Chan?? Panic C Experience"

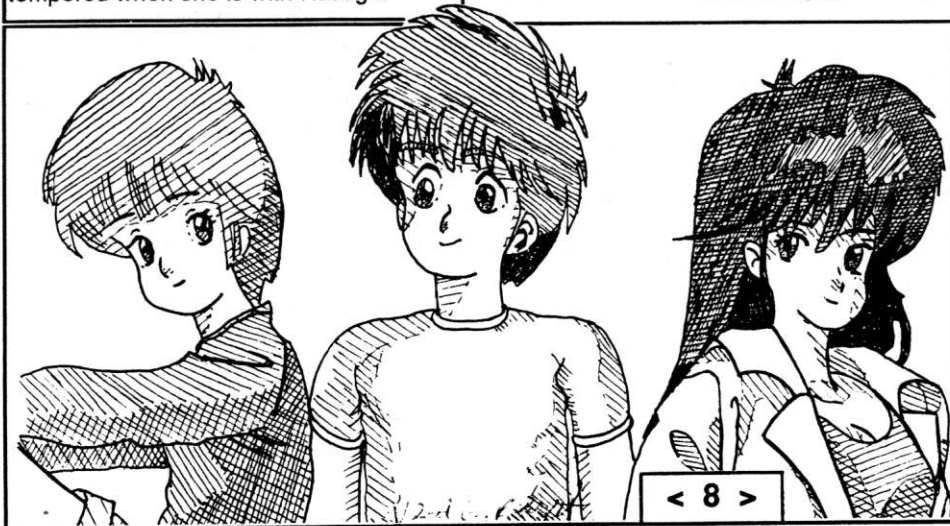
Manga Equivalent Story - "The Distant Love" (Vol. 1, Page 125) & "The Dangerous Rumors" (Vol. 1, Page 147)

Episode Description: Hikaru visits Kasuga late at night, and they spend the whole night talking. At school rumors that Kasuga had Hikaru stay at his place "all night" gets around. After Madoka finds out she gets upset and give the cold treatment to Kasuga. More rumors and misunderstanding gets around when Kasuga gets a fever from the cold he developed, and accidentally grabs Hikaru. Later at home, that evening, a still sick Kasuga phones Madoka to try and explain what happened between him and Hikaru. As Kasuga is explaining, Madoka tells him that it's ugly when men make excuses and Hangs up! The next day, after leaving a movie theatre, Madoka is harassed by two men. Kasuga sees this and manages to spill oil all over them using his power in his still sick state. As a result, he and Madoka end up talking into the night...

Episode #5 - "Two's Secret Part-Time Trouble"

Manga Equivalent Story - "The Secret Albeit" (Vol. 1, Page 169)

Episode Description: Kasuga is left at home by himself after his Father and sisters decide to go away for the long weekend. Wondering about Madoka, Kasuga ends up following her using his teleport power. Kasuga finds her working in a cafe called Abcb. Madoka explains that she is working for "Master", and asks him to keep it a secret. Master suggests Kasuga too work so they both share the secret. On the last night of the weekend, Kasuga & Madoka are waiting at the bus stop after work. After realizing they have



missed the last bus, Madoka asks Kasuga if she can stay at his place, and falls asleep on his shoulder. This shocks Kasuga until he hears a car horn. It's Hikaru returning home with her parents. Hikaru takes Madoka home, which leaves Kasuga to ponder Madoka's request to him...

Comments: A very enjoyable episode of the first season. Kasuga remember back to the bus stop moment of this episode a number of times in future episodes.

Episode #6 - "He Is The Rival! Love's Mid-Term Exam"

Manga Equivalent Story - "The First Test" (Vol. 2, Page 7) & "Jealousy Rain" (Vol. 2, Page 139)

Episode Description: Kasuga, on his way to school, is followed by a new student, Yuhsaku. Hikaru convinces Kasuga to study with her in the library for Mid-Terms. After school at Abcb, Kasuga spends time studying with Madoka. Over then next several days, Kasuga spends his time studying with Hikaru in school, and then using his power to teleport over to Abcb to study with Madoka. Yuhsaku, following Kasuga, is puzzled how Kasuga makes it to Abcb so fast!. During the last day before the exam, Hikaru drags a reluctant Kasuga to Abcb. Kasuga fears Hikaru will tell Madoka that he is helping her to study. Madoka give a note to Kasuga explaining it's ok that he helped Hikaru study, and also gives him some tips on what to study for during the last night...

Comments: The introduction of Yuhsaku adds more problems to Kasuga's already troubled love life. Yuhsaku's character does not see much development in the series, but is a constant thorn in Kasuga's side!

Episode #7 - "Madoka's Private Life! Kiss Sparks Colour!"

Manga Equivalent Story - "Alcohol Blues" (Vol. 2, Page 73) & "The Incoherent Feeling" (Vol. 2, Page 95)

Episode Description: Kasuga ends up going to a bar with Madoka. On their way home, a drunk Kasuga tires to kiss Madoka who slaps him. The next day, Kasuga tries to talk to Madoka about how he acted that night, but something always gets in the way. During lunch time, Hikaru is feeding Kasuga lunch she has made for him. Madoka shows up and runs away after seeing him with Hikaru. Kasuga distracts Hikaru by looking into the sky and spotting a UFO. As Hikaru looks for it, Kasuga sneaks away to talk to Madoka. They finally talk in the hallway, and she admits that drinking is not always good. Madoka finally says that she is hungry since she has not eaten lunch. Kasuga gives her the Katsu sandwich he had been

Ushiko-san & Umao-san Running Joke:

During the run of the TV series, a continuing parody to Romeo and Juliet by a young couple's declaration of love to each other appeared in almost every episode (Sometimes in the strangest places!). Listed below are in what episodes of the first 12 they appear in, where, and how many minutes into the episode (not including commercials)

Ep.#	Where	Time
1	In an apartment	8:30
4	In a cafe with motorcycle helmets/clothes on	19:00
5	On a park bench	4:30
9	In the park	19:05
10	In Hikaru's movie dream as nurse & patient	15:30
11	On a bike	17:30

saving. Hikaru is still trying to find the UFO on the roof....

Comments: This episode is great for a number of reasons. It first shows us once again the great "Madoka slap", and shows us what an air head Hikaru has become since she has met her "Darling" Kasuga.

Episode #8 - "You're The Smile. Shutter Chance At The Beach!"

Manga Equivalent Story - "The Two Snapshots" (Vol 2 Page, 117)

Episode Description: Kasuga finds out that his father has taken a model photograph assignment, and that Hikaru has been picked as a model. Kasuga end up agreeing to help his father with the photo assignment. Hikaru is overjoyed to learn that Kasuga's father is the photographer. At the beach, Hikaru is being photographed in many poses. Madoka decides to leave, but Kasuga convinces her to stay so that his father may also take photos of her. The next day in school, Kasuga tries to give Madoka a photo of himself and her, but accidentally gives her one of Himself and Hikaru. She walks away upset. Kasuga leaves the picture of himself and Madoka in her foot locker...

Comments: A very enjoyable episode. The photo that Kasuga leaves of him and Madoka in her shoe locker comes up later. This is the first episode that both Hikaru and Madoka meet Kasuga's father.

Episode #9 - "Kurumi-chan's How To Date"

Manga Equivalent Story - "Be Careful Kurumi" (Vol 3 Page, 7)

Episode Description: Kurumi is abducted by someone, and everyone

agrees to help look for her. The abductor, who is trying to pickup Kurumi, treats her to a meal in a restaurant with Kurumi eating everything in sight! Finally, the abductor takes Kurumi into a park, where he tries to make his move on her. Kurumi uses her power to throw the abductor over a large distance into the park lake. The abductor lands right beside a boat that has Komatsu and Manami in it. Komatsu instantly recognizes the man as his brother!!!!...

Comments: This is the only episode to feature Komatsu's brother. The situation leads me to believe that every male in Komatsu's family is completely obsessed with women and is quite perverted!

Episode #10 - "Premonition Dream? Hikaru-chan Will Die?"

Manga Equivalent Story: - "The Dream One More Time" (Vol 5, Page 70)

Episode Description: Kasuga has a premonition dream of Hikaru dying. During school, Kasuga worries over Hikaru's health. Eventually, Both Kasuga and Yuhsaku end up coming to Hikaru's house who is pretending to be sick. After Hikaru starts to get sleepy from the pills she took, Kasuga thinks she is really dying. At her request, he stays with her on a park bench. Madoka and Yuhsaku finally end up pouring a bucket of cold water over both Hikaru and Kasuga sitting on the park bench to snap them back to reality...

Episode #11 - "Wedding Bells, Don't Ring"

Episode Description: Kasuga is wondering why Madoka has been skipping school. Several events lead Kasuga to think that Madoka is getting married. He overhears Madoka talking on the telephone about meeting someone at Abcb. Kasuga decides to dress up and go to ABCB to stop Madoka, who leaves with someone in a car. Kasuga borrows Master's bike, and uses his power to catch up to Madoka. He eventually sees her through a window in a wedding dress being married to someone. He desperately pounds on the window yelling at Madoka. Later at Abcb, we learn from Madoka that she was actually helping her sister plan her wedding. The last scene is an image of Madoka and Kasuga catching a bus after being married, and sitting in the back seat. This is a sequence copied right out of the movie "The Graduate"...

Comments: The sequence of Kasuga riding Master's bike and using his power to go so fast that he leaves behind a blazing trail alone makes this episode worth watching.

...Continued on page 26

anime NEWSTYPES

Compiled By Benoy Koshy

TRANSLATED MANGA

Rumors are that **EPIC's AKIRA** is going on hiatus for a little while. Speculation insists that Otomo was displeased at the original Japanese ending for the manga and he intends to render a new ending for the North American fans! Keep your eyes peeled for **AKIRA** to come back on Epic's release schedule.

DARK HORSE comics is really gaining ground as being a major importer of manga in North America. In addition to **VENUS WARS**, Dark Horse intends to release **ORION**. A manga by **MASAMUNE SHIROW** famous for his work in *Appleseed* and *Dominion*. *Appleseed* has resumed in Japan after a year long hiatus. And if you really really like Masamune Shirow's work then don't miss **INTRON DEPOT**, an art collection also being released through Dark Horse! Johji Manabe returns to make a second zany appearance with Dark Horse with the release of **CARAVAN KID**.

VIZ Communications has been noticeably quiet for the last year or so. But it seems they are out to change all that. Amongst these changes, it seems Viz is finally succumbing to fan pressure and has announced many new black and white titles. The only remaining color titled from Viz is **RANMA 1/2**, out now. **SANCTUARY**, a B&W Yakuza Politics story from Crying Freeman's Ryoichi Ikegami has been released in a 72 page \$6.50 Cdn format. **BATTLE ANGEL ALITA**, in B&W, will start a new monthly series joining **STRIKER**...And recently announced is a **MACROSS II** manga mini-series done by the creator of *Cosmo Police Justy*.

ANTARCTIC PRESS will delay its advertised Robert de



J. Tanke
1992 June

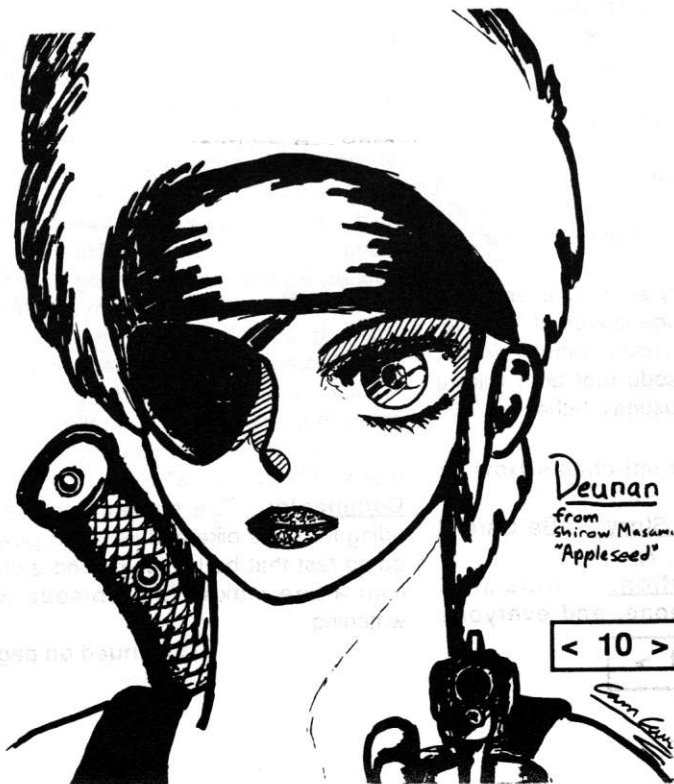
Jesus' **CANNIBAL GAL** which was first advertised months ago. It seems fans of de Jesus can turn to the new **SB Ninja High School** (SB - small body) which will follow in the vein of the popular and cute-enough-to-kill Japanese Super Deformed (SD) series. In addition to SB NHS, Antarctic press will start a new series called **Doijinshi** which will explore the world of Japanese fanzines. And speaking of Doijinshi, **Star Trekker II: The Wrath of Lana** is in the works...hide all the whale meat! And more NHS on the way as **Ninja High School University** (or NHS II, or NHS: TNG) is also on the drawing board...more info as that happens!

A new company has emerged totally devoted to bringing us translated B&W manga: **SUN PUBLISHING**. Their first title is **RAIKA** and the amazing thing is that its arriving at comic shops WEEKLY in a 32 page \$3.00 Cdn format.

And the final rumors have it that Toren Smith and Adam Warren, the **Studio Proteus** team that made the American Dirty Pair manga a reality have announced a new series on the way: **Bubblegum Crisis**. Rumors are that the Warren's Hardsuit designs for the infamous Knight Sabers are 'awesome'...remember you heard it here first....

SUBBED, DUBBED ANIME

ANIMEIGO, Inc., today announced the signing of a license with Toho International, Ltd., of Tokyo Japan, for U.S. home video release of the eight 30 minute episodes "**Kimagure Orange Road**" OVA series and the 70 minute feature film. Tapes will be released starting July 1, 1992. Each tape will retail for \$39.95. A



Deunan
from
Shirow Masamune
"Appleseed"

< 10 >

Laserdisc release is strongly being considered. In addition, contracts signed today with Youmex, Inc., of Tokyo, Japan, AnimEigo has obtained the Worldwide, English language rights to the two Bubblegum Crisis "Hurricane Live" Music Video Concerts, as well as expanded its license for the Bubblegum Crisis series to Worldwide, English language. Both contracts cover all territories outside of Japan. **Hurricane Live 2032** and **Hurricane Live 2033 - Tinsel City Rhapsody** will be released July 15, 1992 and August 15 1992 respectively and will retail each for \$19.95 US. The PAL format release will cost \$24.95 US. PAL for BGC 1-8 will cost \$39.95 as of May 1 1992.

In their latest and biggest announcement yet, AnimEigo announced that it would release **ALL** of the **URUSEI YATSURA** TVs, OVAs, and Movies subtitled in english. TV will be released 4 per tape at \$39.95. There will be a special UY club which will offer 20% off UY videos. The OVAs and Movies will start on their own schedule with the TV being release one per month starting this October 1992.

STREAMLINE PICTURES is known for its english dubbed theatrical releases such as *Akira*, *Robot Carnival* and *Lensman* are rumored to have bought the rights to the following series/films: **Crying Freeman 1-4 (UNCUT)**, **Supernatural Beast City**, **Midnight Eye Gokuu**, **Silent Mobius Movies 1 and 2**, and **Golgo 13 the Movie**.

The **U.S. MANGA CORPS** have released **HUMANOID** and **DOG SOLDIER** OVAs. They have also aquired the rights to: **Area 88 I-III**, **The Rumic World series: Fire Tripper**, **Supergal**, **Laughing Target** and **Mermaid of the Forest**. **Dominion Acts I-IV** are now in release as well as a VHS box set retailing for \$119.95 US.

The English version of the new Macross series (**Macross II**) will be premiered in dubbed format from **USRenditions** at AnimExpo '92.

ANIME IN JAPAN

A number of new theatrical movies will be starting in Japan this summer. **Porco Rosso**, by Miyazaki Hayao, creator of *Nausicaa*, *Kiki*, *Laputa* and *Totoro*, will release the story of the *Crimson Pig* on July 18. **Hashire Meros**, a story taking place in ancient Greece will premiere sometime in July. And **Silent Moebius II** with its double-bill partner **Arsian Senki II** will start on July 18 as well. Kazeno Tairiku will also start on July 18. In other words: BE IN JAPAN ON JULY 18!



According to the author of *Record of Lodoss War*, there is going to be a second series to *RoLW*. The story will focus on the original "Six Heroes" when they went to war against the evil god: *Fallalis*. The series will take place 30 years before the current *RoLW* world a tentative title is "War of the Evil God".

Video Girl Ai #1

The story is about a video girl (a girl who comes out of a video) and Youta. One day Youta was rejected by Moemi. On the way home, he went into a strange rental video store. The owner said that his store can only be seen by someone with a pure heart. Then Youta found a video titled, "Nagusamete Ageru" [I will comfort you]. At home Youta played the video and was being comforted by the kind words spoken by the girl Ai in the video. Then the girl appeared out of the TV screen and landed on Youta's bed. Ai was a video girl and was supposed to comfort people. But since Youta's video player was a little broken, Ai turned out a little boyish. Ai was determined to make Youta a cool guy so that Moemi would turn to him, and the story began...

Kokoha Greenwood II

There was an incident at Greenwood. Shun's brother had been kidnapped. The first story was centered around Kazuya. This story will introduce Shun's brother Leina and Shinobu's sister Nagisa, and will be centered around Shinobu. It was summer vacation. Shinobu got a call from his sister Nagisa. Nagisa had Leina as a hostage and wanted to use it in her revenge against her brother. Meanwhile Kazuya and Shun discovered Nagisa's men in a convenience store. These men were out shopping because Leina was a brat and wanted a lot of things...

Silent Moebius 2

This story will be about the secret story of why Katsumi and Yuki joined AMP. In the first movie, there were only a few scenes in which Yuki appeared. This was because the story was about the past, in the year 2024, that Katsumi was remembering. Yuki had not been in the AMP 4 years ago. This new story will take place in 2025. Katsumi was going back to Hawaii. She wanted to leave Tokyo as soon as possible. She did not want to fight against Lucifer Hawk. Katsumi runs into a girl who has premonition powers. This girl is Yuki. This story will focus on Katsumi (who almost gives up because of her scary future) and Yuki (who accepted the future that she had seen), and how they officially join AMP.

BAKA HENTAI SUKEBE ETCHI SCEBAI BAKA

Hentai: A Plague Without Cure

By "Doctor" Warren Frey

(ED - Hentai translates as "pervert")

For most anime fans, the curse of hentai is a distant if unpleasant subject, something that happens to others but which they do not themselves have to deal with. However, for some it is a horrible affliction, a disease that dogs their heels until the end of their lives. But how does this malady begin? What causes perfectly healthy fans, interested only in mecha schematics and graphic violence to turn into drooling perverts, their only wish to see Madoka in the altogether?

The tragic answer is that we do not know. Perhaps it is genetic; a typical hentai's father may have found Bugs Bunny rather attractive when he cross dressed, and fantasized endlessly of the centaurettes in Fantasia. Although we do not know the cause of hentai behavior, we can recognize the signs. First and foremost is the desire to see Cream Lemon at all times of the day or night. Whenever an animation club holds a meeting and someone asks what videos should be shown at the next meeting, the hentai will typically pipe up with a cry of "Cream Lemon! Cream Lemon! I want my Mushroom!" until calmed down. Another sign of hentai-ism is the ability to detect a shower scene before it even occurs, sometimes minutes in advance. The most advanced of hentai can identify a female anime character solely by her, well, form.

Although many aspire to being such a Hentai Jedi, most simply end up watching the same shower scene over and over until the tape in their VCR snaps and they are left sad and alone. There is no cure for a hentai; like alcohol and drug addiction, his disease stays with him for the rest of his life. However, one can curb a hentai's almost primal urges with more wholesome anime. For the

hardcore hentai, a strict diet of sweet, inoffensive fare such as Astroboy is the ticket. It may be hard for the fan (or any human being, for that matter) to sit through the adventures of the pointy-headed robot boy, but this is the price he must pay for his past wickedness. For the more calm and level headed hentai, such a horrible punishment is not necessary. All that is required is that he watches a prodigious amount of Lum, a show where hentai-ism is rewarded by a strong bolt of electricity to the noggin.

In conclusion, if you see someone who is exhibiting hentai tendencies, cut them off from their supply as soon as possible, force them to watch Baoh or some other wholesome animation, and rest easy in knowing that you have saved society from a potential menace. Now if you'll excuse me, I have to go watch Urotsukidoji.

You Know You're Hentai when....

By Cameron Cavers

Happosai is your role model.

You thought Angel wasn't explicit enough!

You think Ranma-kun looks good in a dress.

Your last Anime order comes in a plain brown wrapper (or gets seized by Canada Customs!)

You need your older friend to rent the type of anime videos you love to watch

You're too hentai for Milan, too hentai for Milan, New York and Japan.

You wonder if you can get "Buster Shield" in ribbed or lubricated.

You can detect a shower scene minutes in advance

You read this whole list.

Sexism In Anime

By Harvey Lee

Sexism: The assumption that one sex is superior to the other and the resultant discrimination practiced against members of the supposed inferior sex, esp. by men against women; also conformity with the traditional stereotyping of social roles on the basis of sex.

Now that we know what sexism is, one can apply it to Japanese Animation (Anime). Well first off, the majority of the protagonists in Anime are women (ie: The Dirty Pair, Knight Sabers and Rhea Gall Force). They are in roles that Arnold Schwarzenegger and Harrison Ford usually occupy in North American films. There is no screaming their heads off when the monster bares it's ugly teeth (unless it has BIG teeth), or cowering behind the hero figure. Seldom do we see that in Anime, but rather the kick butt nuke'em from orbit type of character that dominates the adventure genre. Oh yeah, there's also the self assured, ultra-talented ones for those that want a change from aggressive women.

Okay, it's paragraph three now. Have we determined if Anime is sexist? Yes. Anime is sexist for the fact that women occupying the superior roles that are traditionally male oriented. In this day and age, North American movies are finally having women in lead roles, ie. Thelma and Louise, Steele Magnolias, Fried Green Tomatoes, and Aliens. It's a sorry state when animation is more socially conscious than live action flicks.

You've read this far, now knowing why this article is here. Recently the Animation and Cartooning Club (us) have been harassed by some feminists, because our posters were deemed "sexist". My first thought was, "define Sexist". Since they didn't, I did and here we are, trying to enlighten the masses to a serious topic that isn't just sexism (we have determined that sexism in Anime is a good thing), but could be constructed as censorship. If this is getting too heavy folks, I'll tone it down a bit.

We know what Anime is, but it's the Anime ART that's being trashed here (almost literally). Anime art is just the same as Anime except it isn't moving at 24 frames per second. Just so long as it isn't sexually offensive or demeaning (none of our posters are of course), no one is getting hurt by it. Except us. Personally, if all they can do is give demands and not face us, their opinion has little merit in my eyes.

I thank you for letting me address this issue and hope that we are more educated by this experience. In a public forum can a serious issue, any issue be presented for the betterment of Anime fans?

THE B.A.K.A. ANIME JUKEBOX

Kimagure Orange Road Loving Heart
 FUTURELAND - LD32 - 5099
 Release Date: 1989.4.8

Translated/Reviewed by Benoy Koshy

T#	Track Title	Time	Notes	Rating
1	Actress of the Mirror	3:33	Song	10
2	Summer Mirage	4:28	Song	09
3	Easy JEALOUSY	4:45	Song	07
4	Sad HEART burning	4:04	Song	10
5	BAYSIDE DANCER	5:31	Song	08
6	Futashikana I LOVE YOU	3:55	Song	09
7	NIGHT OF SUMMER SIDE	4:06	Song	10
8	Kogane iro no sakamichi	5:23	Song	06
9	Dance in the memories	4:08	Song	07
10	NIGHT & DAY	4:28	Song	08
11	Tori no you ni	4:16	Song	09
12	Dangerous Triangle	4:14	Song	08
13	Whispering Misty Night	5:17	Song	08
14	Orange Mystery	3:51	Song	10
15	Ano sora wo dakishimete	4:19	Song	07
OVERALL	Time:	66:43	Rating:	8.4



This CD is THE best Orange Road CD you can find. If you are going to get any Orange Road CD or can only afford to buy one, buy this one. If you are going to buy just one Anime CD, buy this one. Its a vocal collection of songs throughout the series and from the movie. This CD is spectacular!. Price varies from \$29.95 (\$US) - \$32.00 (\$US). 3008 Yen.

Anime Hot Wave
 VAP - VPCG-80401

Reviewed by Vlad G. Pohnert

T#	Track Title	Time	Track From	Rating
1	Just stay the way you are	3:34	Patlabor TV opening	08
2	R-R-R-Russian Roulette	3:45	Dirty Pair TV opening	10
3	Don't Look Back	3:58	Borgman	06
4	Pure Stone	3:56	Zillion TV opening	09
5	Lonely Way	4:14	SPT Layzner TV opening	05
6	Mystery, Call Me	4:16	Bismarck	07
7	Godmars, King of Space	3:30	Godmars, King of Space	05
8	I Like It Delicately	3:25	Creami Mami	07
9	Tripper from Unknown Land	4:49	Pelsha	07
10	Unexplainable Happiness	3:10	Magical Emi	06
11	Rock It with a Ribbon	3:23	Pastel Yumi	06
12	Dreamy Dreamer	4:11	Bum! Big Brother	08
13	Dang Dang, Worry Worry	3:46	Oishinbo	06
14	Night of Summer Side	4:13	Orange Road TV opening	10
15	Cat's Eye	3:19	Cat's Eye	08
OVERALL:	Time:	57:31	Rating:	7.4



What makes this CD good is the variety of songs from various anime shows. Although there are many shows that most anime fans have never heard of or seen on the CD, the tracks from Dirty Pair, Orange Road, Patlabor, Cats Eye and Zillion make up for it. Even if you only like 4 to 5 tracks, this makes the CD worth buying. The CD comes with a nice cover from the various Anime shows, and a booklet with all the song lyrics, B&W pictures, as well as a summary chart for each anime show. Price ranges from \$30-\$32 (US).

BUBBLEGUM CRISIS

The Story of the Knight Sabers

Mega Tokyo 2033

Synopsis by Benoy Koshy

BubbleGum Crisis 6: Red Eyes

The Knight Sabers raid a Genom complex, trashing Boomers and the like in their wake. Largo and Anri are in a church where Largo announces that he wants to make a new world for their people. Largo will crush all those who oppose him, including: The Knight Sabers! The Knight Sabers kill a Genom guard and take off with a container of boomers. They blow up the complex...

Leon opens his eyes, disoriented. He's in his K-12. "Where am I? What happened to the DD? Oh yeah, the Knight Sabers..." [ed - See BGC #5 for situation] Leon remembers that the Knight Sabers had arrived just in time and saved his bacon from the DD. He looks closer at the group of Knight Sabers and sees the blue Knight Saber with her helmet off... BRRRRRING!! BRRRRRING!! Leon wakes up to the ringing of his phone. It's Daley with a new case about a Genom complex being trashed by 'Leon's Darlings': The Knight Sabers...Leon heads off to work.

Genom watches Priss wipe out their security camera and that ends the transmission of data on the raid at their complex. Genom officials vent their disgust about the impotence of the regular police and ADPolice and how much money they donate uselessly to those forces. Quincy, president of Genom, appears on the monitor and all come to attention. Quincy doesn't seem to be TOO worried about the attack but ask they continue investigation. He also asks that Madegan be sent to see him immediately. A sigh of relief passes through the members of Genom executives as Quincy disconnects.

Meanwhile, at the Genom Tower, Madegan, second in command at Genom, notices a new girl working at a computer station. She inquires about the girl and its revealed that she is Millie Jackson [in reality she's Sylvie's friend Anri from BGC 5]. Madegan becomes suspicious of Anri and begins to walk towards her at her station. Anri senses Madegan and reaches into her jacket... "Madegan! The

Chairman wants to see you immediately!" the data clerk announces. Madegan stops and leaves... Anri puts away the gun...

Daley and Leon are at the ADPolice shooting range and are discussing the motives of the Knight Saber's attacks on Genom. A barrage of shots ring wildly a few compartments down. Leon and Daley find Nene plugging slugs into everything but the target. Leon notices that Nene is in tears as she fires away...

Headline: "MESSAGE FROM THE DIABOLIC KNIGHT SABERS: We will appear at the Tokyo Bank in Three Days!" Nene rips the paper in half. "Aaaaarrgh! This makes us look really evil!" Sylia has brought the Knight Sabers together to discuss a plan of action against the fake Knight Sabers that seem to be attacking Genom without reason. The Knight Sabers agree that this is either a trap, or an obvious challenge.

Nene says, "Who cares!? Let trash em! Right Priss?"

Priss replies: "I'm sorry, but I quit."

Nene: "That's RIGHT: QUIT! What?! Huh?..."

Priss leaves...the others try to stop her but Sylia intervenes and tells them that Priss is still sad over Sylvie's death [BGC #5]. Sylia says that they can make do without Priss... [ed - famous last words...]

Madegan at Genom Tower starts looking for a traitor. The Chairman, Quincy, wants the traitor located immediately. They narrow the search down to 126 Genom employees...

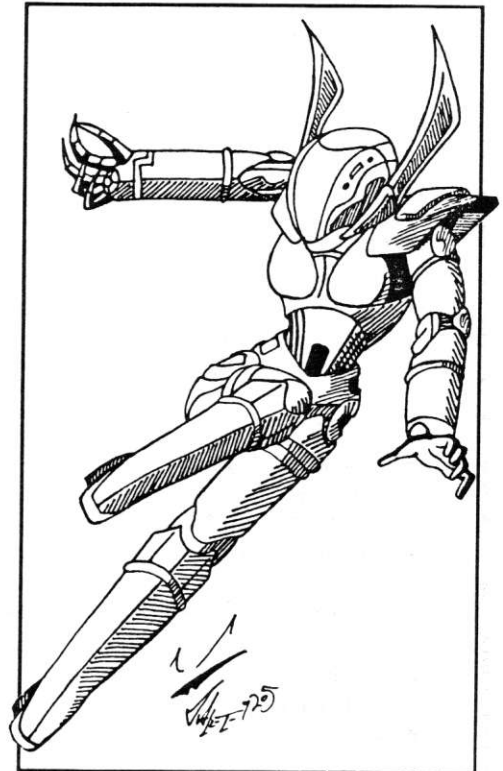
Largo believes that by stealing the boomer shipment from the complex and now kidnapping Defense Minister Callahan will force Quincy to give him what he wants. Largo tells Anri that she will soon be able to avenge Sylvie's death. Anri is happy. The fake Knight Sabers report to Largo and tell them that they are ready. Largo instructs them to kill the Knight Sabers.

At the Tokyo Bank, Leon is receiving a standard check-up report from an officer

when the transmission is unexpectedly [or expectedly] cut. An ADP Chopper spots the Knight Sabers and attacks. And dies. Debris from the chopper hits the ground and Leon yells for his K-12 battlesuit...

Sylia's car drives up to Priss' mobile home. Priss is inside staring at her first live concert poster. She tears it off the wall and crushes it and then tosses it over her shoulder in disgust. The poster rolls to a stop at Sylia's feet. Sylia picks up the poster and asks Priss if she really wants to throw this away. Priss says that she felt helpless and that she let Sylvie die. Priss mentions that she wasn't strong enough. Sylia gets a call from Nene at ADP headquarters and informs her that the fake Knight Sabers have shown up. Sylia tells Nene and Linna to get ready for combat... Sylia leaves with "I believe in you Priss" and Priss mumbles "I'm sorry..."

A K-12 arm falls to the ground, severed. Leon is getting trashed. The fake-Priss is about to have him pushing up daisies when the real Knight Sabers arrive. The fake Knight Sabers shed their outer hardsuit skins and reveal the menacing Super-Boomers underneath. Leon is somewhat relieved that the Knight Sabers'



names have been cleared [ed - but perhaps because he's still breathing too...]. Daley interrupts his thoughts with an announcement that the Defence Minister has been kidnapped. Leon leaves the battle to the Knight Sabers... Sylia

...Continues on page 24

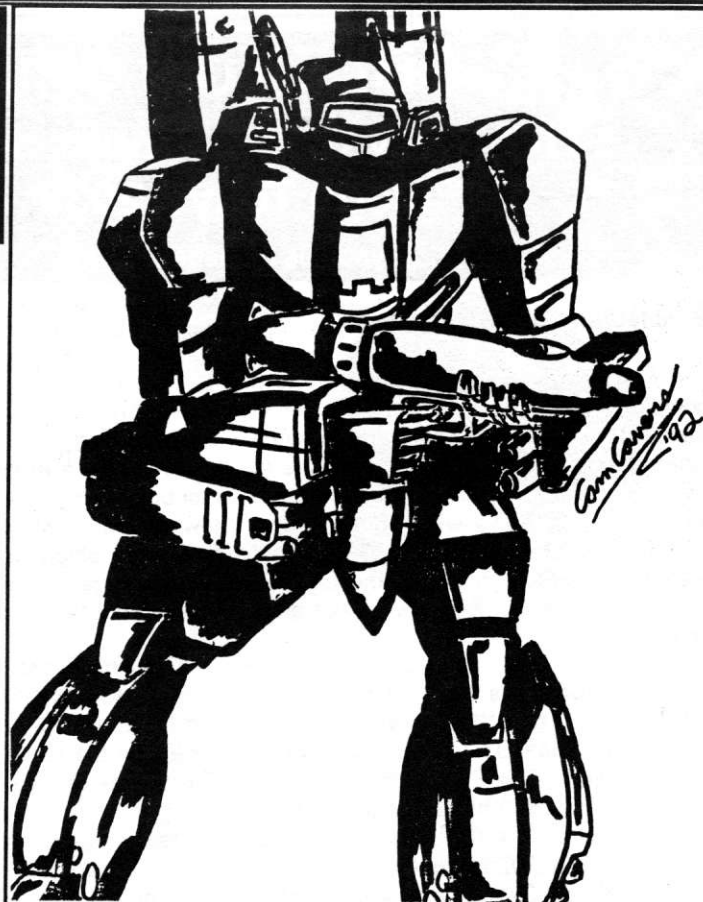
Macross - Do You Remember Love (and everything else)? TRIVIA QUIZ

by Lester Yung

Yep, it's been 10 years since the SDF-1 first fired its buster cannon into space. To see if you have "Perfect Memory" of the TV series, take this trivia quiz and find out how much you remember about Hikaru, Minmei, and the others...

NOTE: There are a few things you readers should know before taking this quiz:

- 1) I verified the answers with several reliable sources, namely the **Macross Pocket Encyclopedia**, the **Macross Guide Book**, the **This is Animation Select Series: Macross** books, **Ronin Network** vol. 1, and **Animag #11**. If you doubt the validity of any of my answers, you're either wrong or you own a copy of **Macross Perfect Memory** (in which case I am willing to pay up to \$60 US to buy it off you).
- 2) Some of the spellings of names may seem odd. That is because the above sources did not provide suggested spellings for them, forcing me to come up with my own.
- 3) This is a **Macross** trivia quiz, not a **Robotech** trivia quiz. If you don't realize that there are fundamental differences between the two shows, this quiz will just confuse you.



1. What was the name of the squadron that Hikaru Ichijo first commanded?
 - a. Skull
 - b. Vermilion
 - c. Gold
 - d. Wolf
2. Who was the series character designer?
 - a. Ken-ichi Sonoda
 - b. Toshihiro Hirano
 - c. Haruhiko Mikimoto
 - d. Yoshitaka Amano
3. On what date did the TV series make its world premiere?
 - a. October 3, 1982
 - b. July 21, 1982
 - c. September 12, 1982
 - d. February 7, 2009
4. When was Lynn Minmei's birthday?
 - a. October 10
 - b. November 26
 - c. December 24
 - d. January 1
5. What was a GU-11?
 - a. A fuel dynamo for the Spartan Destroid
 - b. The code name for Mars Base Sara
 - c. The type of survival rations that Hikaru and Minmei ate in Episode 4, "Lynn Minmei"
 - d. The Valkyrie's 55mm gatling gun.
6. What anime director was Mikimoto's protoge while working on the series?
 - a. Toshihiro Hirano
 - b. Noboru Ishiguro
 - c. Yasuomi Umetsu
 - d. Hideaki Anno
7. In episode 1, "Booby Trap", who told Captain Gloval that smoking was prohibited on the SDF-1 bridge?
 - a. Misa
 - b. Claudia
 - c. Vanessa
 - d. Sammy
8. In what episode was the Hikaru-Minmei water fountain photo taken?
 - a. Episode 6, "Daedalus Attack"
 - b. Episode 9, "Miss Macross"
 - c. Episode 15, "Chinatown"
 - d. Episode 5, "Transformation"
9. What was the full name of Max and Miriya's daughter?
 - a. Dana Sterling
 - b. Comilia Maria Farina Genius
 - c. Anna Marie Genius
 - d. Unknown — The writers never gave her a name
10. What was the HWR-00-MKII also know as?
 - a. The Tomahawk
 - b. The Dragon II
 - c. The Monster
 - d. The Petite Cola Machine

11. In Episode 35, "Romanesque", what did Minmei drop in the grocery store during Kamjin's raid ?
 - a. A jar of Hoisin sauce
 - b. A pineapple
 - c. Her handbag
 - d. A bag of Doritos, Bob's favorite snack
12. What studio was chiefly responsible for creating Macross?
 - a. Studio Nue
 - b. Gainax
 - c. Artland
 - d. Tatsunoko Productions
13. Who was Yo-chan?
 - a. Hikaru ("Yo-chan" was Minmei's pet name for him)
 - b. The puppy Misa fed in Episode 34, "Private Time"
 - c. Minmei's little cousin
 - d. None of the above
14. What was the name of the Chief Engineer of the Macross?
 - a. Lang
 - b. Tanaka
 - c. Riber
 - d. Unknown — The writers never gave him a name
15. What song did Minmei sing in episode 27, "Ai Wa Nagareru", to confuse Bodoza's fleet?
 - a. "Do You Remember Love?"
 - b. "Love Drifts Away"
 - c. "Little White Dragon"
 - d. "My Boyfriend's a Pilot"
16. Where on the bridge is Gloval's command chair?
 - a. In the center
 - b. Port-side, beside Misa
 - c. Starboard-side, behind Misa
 - d. anywhere he wanted, since he used a lawn chair
17. What was the names of the three Zentraedi spies?
 - a. Karita, Oigru, and Geruo
 - b. Konda, Rico, and Bron
 - c. Dagao, Zeril, and Geruo
 - d. Warera, Rorii, and Konda
18. What singer/voice actress played Minmei?
 - a. Mari Iijima
 - b. Maria Kawamura
 - c. Kinuko Oomori
 - d. Hikaru Hiayama
19. What was the Zentraedi Officer's Battlepod also known as?
 - a. The Glaug
 - b. The Noursjadeul-Ger
 - c. The queadumm-Rau
 - d. The Regult

ANSWERS TO QUIZ ON PAGE 27

Anime Modeling Introduction

By Rick Fung

Anime modeling can be a fun and exciting hobby. When you decide to buy your first model kit, you will run into some confusing terms like garage kits, resin models, vinyl kits, and injection molds. This article's purpose is to help the beginning anime modeler wade through all the jargon and help them in decide which model type they want to buy.

The plastic injection molds are the type most modelers are familiar with. This is the standard type of model seen in North America. Plastic injection models are where all the parts of the models are connected to plastic frames (known as trees). The parts have to be cut from the trees and plastic cement is used to connect all the pieces together. These types of models are favored by the big toy and model companies. The process is very complicated and expensive due to the equipment needed, and only make sense when a very large quantity of models will be produced. The injection molded process is where liquid plastic is injected into steel molds to produce the models. As the molds are metal, they are very durable and will last a long time. These types of models are easy to assemble, fairly inexpensive, and fairly well-detailed. Recently, companies like Bandai have been producing a new type of injection mold models which don't require painting or gluing. The Bandai HG series is an example of this new modeling concept. During the molding process, colored plastic is used for each part so that no painting is necessary. The parts themselves have been designed to snap together without requiring glue.

Resin kits are more popularly known also as garage kits. The reason for the nickname is that most of the companies making these kits are sometimes literally located in someone's garage. Resin refers to the plastic material used to mold the model. The process steps are:

- 1) a master model is made
- 2) silicon molds are made of the model's parts
- 3) resin is then poured into the molds
- 4) once the resin has set, then the molds are opened.

However, the silicon molds used for garage kits are not durable, so only a limited run of the model is made. Resin kits are more expensive than their injection mold counterparts due to the cost of the resin. While resin kits are more expensive, the model usually have better detailing and are more sturdier as the parts are solid plastic.

When speaking of vinyl kits, people are usually referring to the soft vinyl kits. There are also hard vinyl kits. The big difference between the two is the parts of a hard vinyl kit is solid molded while parts of a soft vinyl kit are hollow. Vinyl kits are becoming more popular as they are cheaper to make than resin and have very good detailing and textures. Because vinyl has a relatively low melting point, the vinyl parts can be made malleable with hot water or a hairdryer. On the positive side malleability helps the modelers to fit the parts and pose the model. On the negative side, the vinyl may sag over time, and causes cracks and deformation unless the model is reinforced.

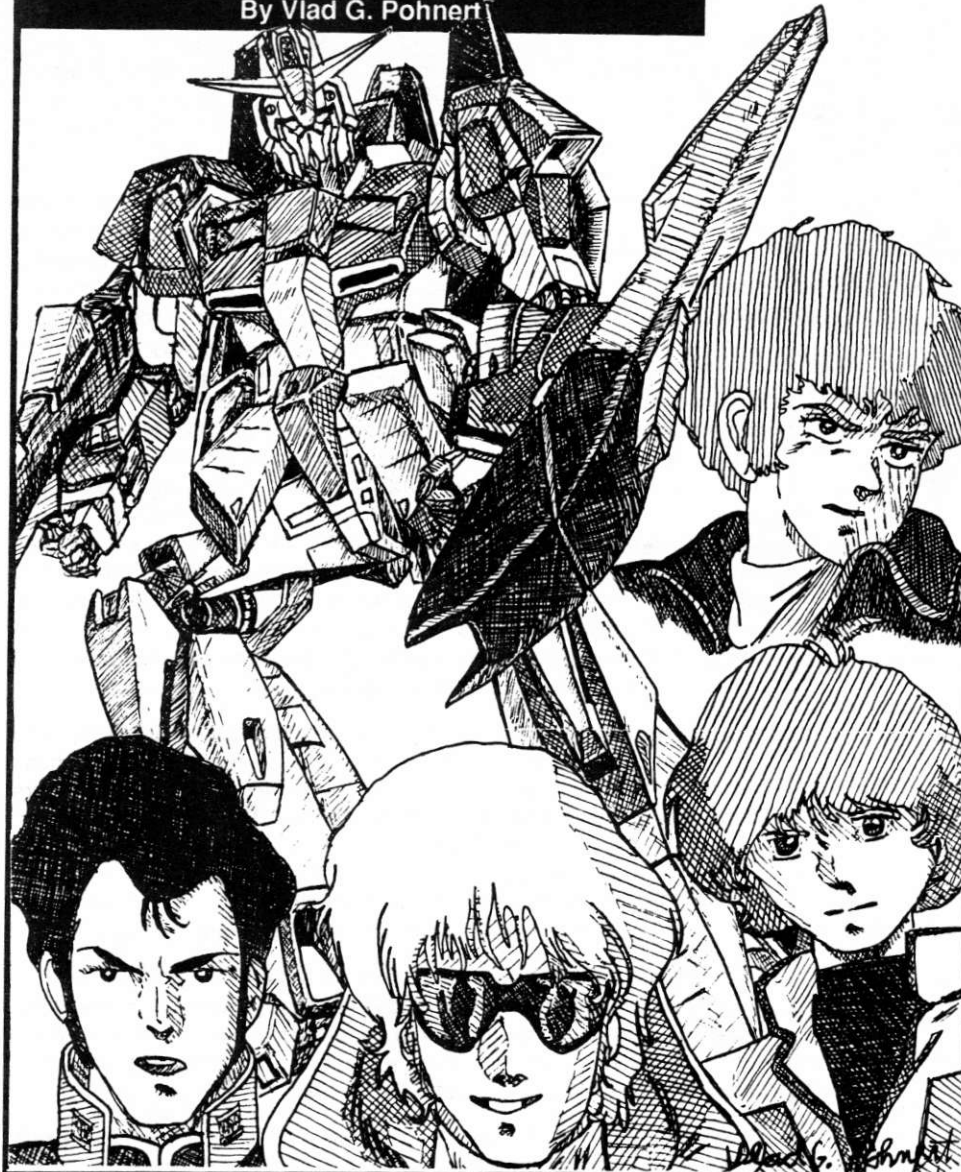
As you can tell there are some choices to be make when buying your a model of your favorite anime character or mecha. Each kind of model has its own advantages and disadvantages. For example, plastic injection are probably the easiest to build and cheapest to buy. This is great if you're a mecha fanatic, however, if you are interested in anime characters, these types of models are usually done as a resin or vinyl kit. Hopefully, this article has helped clear up some confusion about anime models and given you some information when you go buy your anime models.

Thanks to Tim Yu, Jeff Siegel, and the "Stainless Steel Rat" for their help in providing information for this article.

MOBILE SUIT GUNDAM

"Z Gundam" - Part 3

By Vlad G. Pohnert



This is the final Part of the Z-Gundam episode guide. To get a complete picture of the Z Gundam world, it is recommended that Parts 1 and 2 (B.A.K.A. no baka issues 2 & 3) be read first.

NOTE: The numbers in parentheses indicate the episode number, and everything is listed in order of first appearance. Also, this information has been researched to the best possible means, the series has countless characters and Suits. Therefore, only the main and significant ones have been listed to save space.

SUMMARY OF EPISODES 26 - 50

Episodes 26-36:

Yazan and Adoru attack the Radish

and Ahgama. Emma, with help from Camille, successfully forms the Super Gundam. After the Super Gundam damages Adoru's Hi Zack, Camille destroys him forcing Yazan to retreat. Gadi Kinzei is appointed Captain of the now repaired Alexandria. Meanwhile Quattro (Char) is returning to space from the Earth. With him are two small children called Shinta and Qumu. Yazan along with Jerid, Sara and Maure attack the Ahgama and Radish once again using the Megabazooka to try and destroy the Z Gundam. This plan fails and they end up retreating. Quattro along with the two kids make it safely to the Ahgama.

Camille escorts Recco on a spy mission to the Jupiteris. As Recco sneaks

Locations:

Near the Moon in space (26-27), In Space (28), Near Side 2 (29), Near the Moon (30), Von Braun City (31), Space (32 - 34), On Earth (35 - 36), In space near Earth (37), side 2 colony (39), Space near side 2 (40 - 49)

Characters:

Yazan Gable (24) - Titans member - A ruthless and worthy suit pilot

Sgt. Major Adoru (26) - Titans member

Gadi Kinzei (27) - Titans member - New captain of the Alexandria after the bridge is destroyed.

Shinta & Qumu (27) - Two children that are adopted by Fa on the Ahgama.

Haman Kahn (33) - Effectively the leader of the Axcis which was formed from surviving Jion forces from the One Year War.

Minerva Zabi (33) - The eight year old surviving member of the Zabi family who is heir to the Jion (Axcis) throne

Ajiss Aziba (37) - Titan pilot

Character Deaths:

Adoru (26), Maure (30), Four (36), Apori (45), Jaminoff (46), Sara (46), Rosamia (48), Katsu (49), Henkin (49), Jerid (49), Recco (49), Emma (50), Paptimus (50)

Main Suits/Cruisers:

Gwadan (33) - Axcis main flag ship

La Vienne Rose (34) - A repair station used to service ships

Qubeley (43) - Axcis suit made for and piloted by Haman Kahn

The "O" (46) - Ttian suit and probably the most heavily armored suit ever. Made for and piloted by Paptimus.

Psycho Gundam Mk II (48) - Titan Suit. Built on the remaining frame of the original Psycho Gundam. It is piloted by Rosamia.

into the ship, Camille is busy fighting Sara outside. During her spying around, Recco runs into Paptimus who makes fun of her and eventually (to her surprise) lets her go. Recco escapes and returns to the Ahgama with the information she has gathered about the Jupiteris.

After an unsuccessful attempt by the Titans at gassing a colony, Yazan, Jerid, and Maure yet again attack the Ahgama. Jerid is determined more than ever to destroy the Z Gundam. During the course of the battle, Maure is killed. This puts Jerid into a rage, until he is forced to retreat because of damage to his suit. Fa also makes her mecha pilot debut in the battle.

The Ahgama lands at Von Braun City

on the Moon. Fa and Camille go into the city to look for Shinta and Qumu who seem to have run away. Meanwhile, Sara enters the city on a mission to destroy the Ahgama by planting a bomb near it. Camille senses her presence with his newtype powers, and eventually tracks her down. He tries to persuade her to just be a normal girl instead of a soldier. Finally, Sara tells him of the bomb and Camille tries to deactivate it. Failing, he uses a communication center to broadcast an emergency evacuation message. Fa runs back to the Ahgama which takes off seconds before the bomb goes off. In the explosion, Sara escapes.

After leaving the moon, the Ahgama heads towards the Axcis (rebuilt Jion forces) to enlist their help in the war, before the Titan ship Dogoth Gear can reach them. A party from the Ahgama which includes Camille and Char head towards the Gwadan to meet with the Axcis forces. They are greeted by Haman Kahn who introduces them to eight year



old Minerva Zabi. Minerva is the last member of the Zabi family left and thus is heir to the New Jion throne that the Axcis wishes to create. Minerva recognizes Char as the one who played with her when she was very young. Char goes after Haman for raising Minerva the way she has. Char's act gets the party thrown into a detention room. After escaping, the party heads to the shuttle bay and manages to get back to the Ahgama.

Yazan is once again sent to destroy the Ahgama. He uses dummy inflatable suits to decoy Camille and Emma, while he attacks both the Ahgama and the Radish. While fighting Yazan in defence the Ahgama, Recco feels a blast of newtype power. She thinks it is from Yazan, and emerges from her suit. Yazan, grabbing her and destroying her suit, returns to the Dogoth Gear. Everyone is left to think that Recco died defending the Ahgama.

The Ahgama heads towards Earth orbit in order to provide a missile barrage for the ground forces. Yazan once again attacks. Both Char and Camille during the battle are forced to reenter Earth's atmosphere. When they land they come into combat with the Psycho Gundam. This leads Camille into finding out that Four is still alive. He goes to see her, but comes into combat with Jerid. Finally, Four sacrifices her life in order to save Camille from being killed by Jerid.

Episodes 37 - 50:

Char attends a meeting in order to detail the tyranny of the Titans and gain support for the AEUG. Meanwhile, Jerid, along with Titan pilot Ajiss Aziba, attack. Jerid is determined to destroy the transmission tower transmitting Char's speech. During the fighting, the combat is televised on the screen of the meeting hall. Char uses this to prove how uncaring the Titans really are. Even Ajiss listens and starts to turn against his own forces. Jerid and his squadron are finally ordered to withdraw since the Titans cannot afford to turn the public against them.

Both Camille and Char successfully launch back into space and join in defending the Ahgama from an attack by Yazan. The Ahgama arrives at a colony on side 2. There, Camille and Fa meet Rosamia who claims to be Camille's lost sister. Outside in space, Char is ambushed by a pair of Hi Zaks while on patrol. Char is forced to fight inside the colony and finally destroys the Hi Zaks. The Ahgama leaves the colony with Rosamia on board with Camille.

Camille, Emma and Apori launch to investigate reports of a colony being converted by the Titans into a laser. Camille and his party are discovered by a squadron of Titans led by Recco. Camille finally ends up fighting her. He is shocked to learn that she is alive and has joined the Titans. After unsuccessfully trying to convince her to come back with him, as a parting last gesture, she tells Camille to evacuate the area since the Titans are ready to fire the laser. The laser is fired and a colony on side 2 is destroyed.

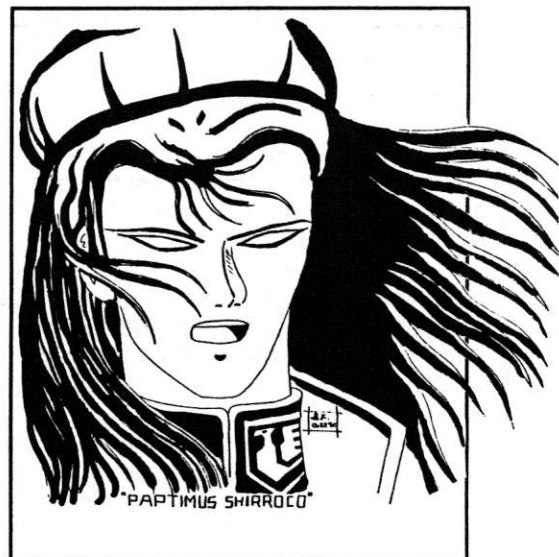
The Titans plan to gas another colony. This mission is given to a reluctant Recco. During the process, the Ahgama launches suits to try and stop the Titans. Rosamia manages to steal a mobile suit and heads towards the battle. There, her combat personality emerges and she tries to destroy the Z Gundam. Eventually she

and Recco fly back to the Dogoth Gear. Everyone fears that the Colony laser will be used again. The Titans once again plan to gas another Colony on side 2. The AEUG sends suits out to stop this act. In the battle, Camille once again ends up fighting with Rosamia who is still in her military personality. At one point, Camille cannot bring himself to fire on Rosamia which enables her to escape. The AEUG enlists the aid of the Axcis in helping to destroy the colony laser before it can be used again. Haman Kahn personally meets with the AEUG aboard the Ahgama. She finally agrees to help. With her forces helping, the colony laser is finally disabled.

The Titans plan to assassinate Haman Kahn in an upcoming meeting with her. Meanwhile, several Titan suits approach the Ahgama in an attempt to keep the AEUG out of the way. Camille is sent out to defend, and ends up fighting Sara. He recognizes her from her newtype aura, and eventually both leave their suits to duel in an abandoned asteroid. Camille captures her and takes her back to the Ahgama. At the meeting, Haman escapes being killed by Jerid, and with the help of the AEUG, she retreats.

The Axcis plan to ram the Titans stronghold with the help of the AEUG. The Ahgama launches her suits for the upcoming battle. A large battle results, involving Fa, Apori, Camille on one side against Recco and Jerid. Sara joins the battle when she is able to escape captivity aboard the Ahgama. The resulting fight sees Apori die while saving Fa from being killed by Jerid. After losing their stronghold, the Titans decide to try and negotiate an alliance with the Axcis. Paptimus and Jamitoff meet with Haman Khan onboard the Gwadan.

...Continued on page 25



BAKA STORY FEATURE

"Ninja Cyclops RM3"

By Wolf Wikeley

THE FOLLOWING IS AN EXCERPT FROM THE NOVEL "NINJA CYCLOPS RM3":

It didn't take long for the Ninja Cyclops RM3 team to report for duty. Especially when the Lunar Cosmopolis was under surprise attack...

"Are you five qualified in the Hammer and Locksmith units?" asked General Michiko Araki, C-in-C at the Cosmopolis.

"Affirmative," Lieutenant Kari Onizuka answered for her group.

"Then prepare to move out!"

"Hail!"

Ryunosuke Kawashima closed the seals, strapped on his respirator, checked his gear, and punched the throttle. His Hammer 5.2 heavy ordnance humanoid mecha rose from the launch cylinder on columns of flame. He hit his rear thrusters and shot himself into the battle. Scores of hostile ships, looking vaguely like old-style stealth fighters, were engaging the LC's home defense planes, and executing strafes upon vital ground targets. Before his eyes, one of the sleek black stealth fighters blasted half an LC squadron to pieces with a load of deadly missiles. Ryu howled and drove after the enemy, the Hammer's wrist guns blazing with unleashed rage. His target disappeared in a billowing blast - and was promptly replaced with another, equally prepared to die. Ryunosuke popped the safety glass and loosed a high-explosive missile; the Hammer 5.2 shuddered, and another detonation lit up in his view.

Yasuhiro Reijura' Locksmith was the choice of a mechaform, not that of a brutal, furious killer. The mecha was smaller than a Hammer, and had less in the way of ordnance; it was limited to beam and energy weapons. However, its high speed and maneuvering capabilities could make up for what it lacked if the pilot was skilled enough. And it's super advanced wide band ECM and computer scrambling features made it dangerous in more ways than one. Yaz blasted off from the launch tube, flung the mecha through a triple somersault, and ended up facing

one of the strange stealth planes at very close range. Instantly, he slammed down the firing studs, and a flood of emerald light and energy gushed from his wrist and shoulder weapons, tearing into the enemy and blowing him apart. He rolled away from the explosion, dropped for the ground, waited for one of the planes to try a strafing run, then pounced on it, grabbing it by the nose and punching into its armor. His fists buried in its belly, he dumped a full energy barrage into its guts, backed off so fast he nearly blacked out, and watched the thing blossom into oblivion.

Kari Onizuka's Hammer 6.4 was a little more than a suit of body armor with bazookas for arms. She danced a gruesome tarantella through the battle zone, swinging her double barrels upon target after target, smashing them into fragments like bowling with glass skittles. She chased after one hostile whom she'd seen obliterating at least a half dozen friendly planes, threw in all the turbo power she could muster, and planted a crushing front kick right between its aft engines. It tried to return fire, but she maneuvered her mecha so that she actually straddled the stealth, and put her metalclad foot through its cockpit canopy. The pilot went for his first and last spacewalk, while the plane left a dissipating trail of debris as it crashed and blew on the moon's surface. Kari picked two of his buddies off with bazooka blasts, then headed out to back up LC's Oroka squadron - attacking the stealths' mothership, which was gradually attempting a lunar descent from far above.

Ryu, Kari, and Yaz desperately dodged the mother ship's powerful AA blasts, juking and rolling in formation. The less skillful fighters of Oroka squadron disintegrated left and right around them; by the time they reached the ship's thick black hull, there were only three of the LC planes left with them. Now out of AA scope, they skimmed over the ship's surface, looking for a point of easy entry. Kari stopped over the large hatch that led to a shuttle bay.

"looks like a likely place to st-Uhhh!" The hatch fragmented underneath her, as a huge enemy missile-boat punched out to

attack her. It came all the way out, erupting through the smashed door, and let out a storm of missiles fly at the group. The last three Orokas lost it, though one had the good sense to bury his trashed plane in the swivel mechanism of the nearest gun emplacement, destroying it. Armor plates were torn from Kari's Hammer, and one of her bazooka arms was hewn off. Yaz tried to get a bead on the hostile, but it dumped a trio of missiles on him, flinging him away. Ryu snarled and dove at the mecha, catching it square in the cockpit with a vicious lunge punch. Mercilessly, he pulled the pilot and copilot out, and crushed them in his metal hands, then physically threw the missile boat back at the mother ship. It connected with another gun emplacement, and the ensuing explosion blew a huge hole in the ship's side.

"Violent? You okay?" Yaz cried, gaping in disbelief at the sparking, silent from of his Team leader's mecha. She meant much more to him than just a commanding officer...

The complete "Ninja Cyclops RM3" novel is made up of six thirty-page episodes/books/installments/chapters which recount the entire tale of the Team. Anyone interested in reading more can write to BAKA no Baka's address (On page 3) and we will put you in touch with Wolf Wikeley to arrange distribution of either individual installments, or the whole thing. As well, there is a 60 minute full length original BGM available to accompany the book, including themes for most of the principal characters. And just in case you're wondering, it's not ALL senseless violence and ordnance detonations. That's only a third of the story.

Continued from page 6...

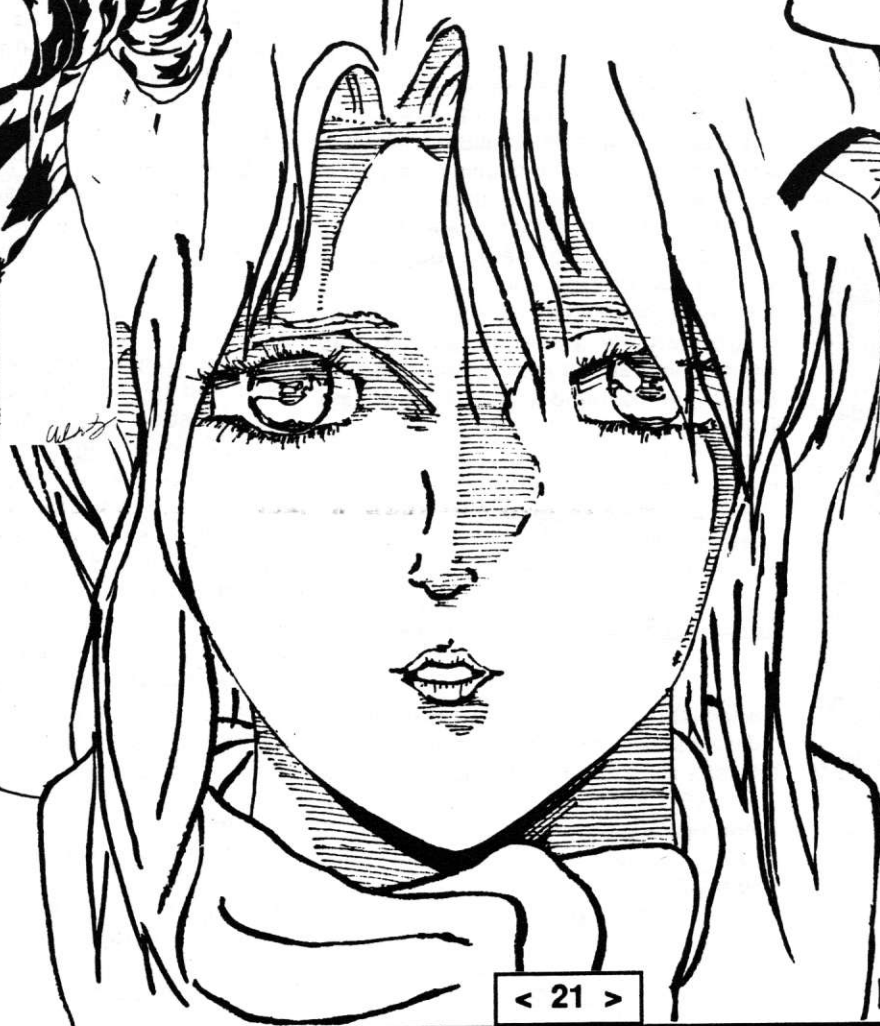
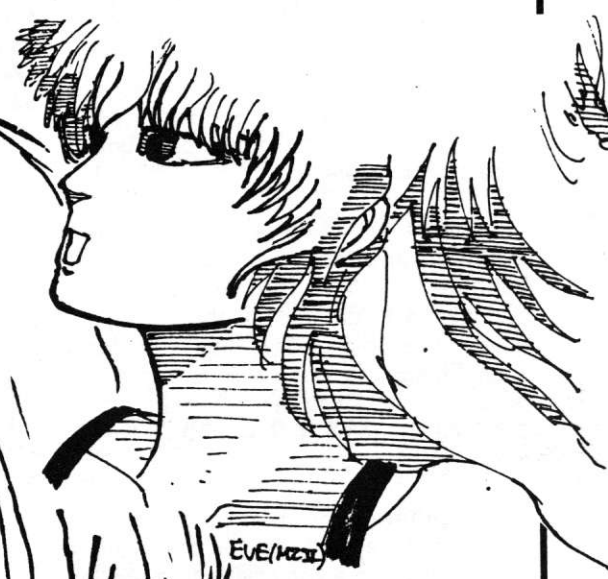
To the serious collector there is also available a film comic, which includes original art from the film, available in Chinese and Japanese. Also there are both a Roman Album and an Art Of book on this film, each of which is excellent.

To conclude, I would highly recommend this film to any anime fan who has not yet seen it. It is a wonderful story with something for every one. The animation is first class, and the music amongst some of the best around. It is available through several leading anime companies on both laser disk and VHS video cassette. Track down a copy. You won't regret it.

STUDIO BAKAO



06-08
1992
P.C.



Roleplaying For The Anime Connoisseur

or...

How to Survive with 3D6 + Caveat Emptor Skill

By Daniel Ho

In the late 1970s and early 1980s, the roleplaying phenomena took off like a rocket across North American campuses. This sudden boom in interest was in large due to fresh ideas offered in the game "Dungeons and Dragons". What the role playing game (RPG) offered was a coherent set of rules that served as the laws governing how characters could interact, be it in commerce, exploration, or confrontation; anything else was up to the players. Building on their success, new games with even broader interests began to pop up out of nowhere. Games like "Starfleet Battles" and "Battletech" expanded the gaming format to include a wide array of interests.

But as many people grew interested in this form of entertainment, it soon became obvious that it would be impossible to satisfy the thousands of adventuring possibilities, thus a demand soon emerged to make a RPG that could be used in a setting other than the ones provided by game authors. The generic game system was born.

A generic or universal game has several unique features that make them different and more versatile than a regular RPG. First, the setting is not limited to a single fictional series. As a result, you can take a pilot and his vehicle from "Votoms" and drop him into a "Mobile Suit Gundam" story without a hitch. Second, it has a highly adaptable character and skill system that allows any television or fiction character to be made on a definitive basis. This means Lupin III and Sherlock Holmes can match wits with other other in Neo Tokyo without modifying either character to much. Third, a combat system is provided so that violent disputes can be settled swiftly, be it with Saint Seiya or Ryo Saeba. Finally, the generic game allows a host of many RPG possibilities in fantasy, historical, or science fiction.

Interestingly enough, not all "generic" games are totally generic; Teenagers from Outer Space cater only to outrageous comedies like "Urusei Yatsura" and "Mighty Mouse: The New Adventures" while Mekton II and Mecha! are specific to

stories with pilotable mecha. However, the possibilities in each category are so large, that the games are effectively universal.

These series of articles will review several universal and widely available RPG systems that are fairly flexible and could be used for most situations; each system has its advantages and limitations, so I will provide you with enough information on each to pick the right game for your favorite anime. My only assumption is that you know something about RPG in general, and you like to nitpick as much as I do.

The format of these articles will be in the following order. **Expenditures** covers the materials needed to play a game successfully, as well as the costs involved. **Character Generation** gives a description of the construction method of a character. **Skills** will describe finding skills and using them. **Combat** briefly shows how fights are resolved. Damage is the method by which destruction is measured. **Glaring Flaws** is my chance to pummel the system at its weakest areas without mercy. **Minor Flaws** are a list of smaller quirks that you should be aware of before buying the system. **Support** is a list of some good and bad products the company publishes to go with the game. Finally, **Anime Recommendations** are the anime shows I believe are best and least suitable for the RPG.

This series of articles will cover Palladium, followed by GURPS, Mekton II, Mecha!, Mekton TACS, and finally Teenagers from Outer Space.

Palladium Roleplaying Game System:

The Palladium system is published by Palladium books, but marketed as individual titles and brand names, such as "Robotech", "Teenage Mutant Ninja Turtles", "Fantasy", "Beyond The Supernatural", etc

Expenditures:

Playing requires only a single sourcebook that has the character

generation system. A set of D4, D6, D8, D10, D20 are needed to play. Supplements generally have many rule additions.

Character Generation:

To create a character, roll 3D6 of each of the eight attributes: Intelligence (IQ), mental endurance (ME), mental affinity (MA = charisma), physical strength (PS), prowess (PP = agility), physical endurance (PE), physical beauty (PB), and speed (SPD). There is no choice in allocation of points for attributes. Rolling 16, 17, or 18 for an attribute allows an additional 1D6 to be rolled for the stat. All attributes past 16 get varying bonuses for certain skills or actions. Characters sustain to types of damage: Structural Damage Capacity (SDC) is determined by the Occupational Career Class (OCC) and covers bruises, blows, etc. The second unit are hit points (HP) equivalent to SDC but covering cuts, impalements, burns, etc. equal to total PE. SDC seldom increases, but HP increases by 1D6 per level of experience.

Experience points are granted on a lump sum basis instead of being allocated to skills used in the adventure. Higher experience levels are gained after a predetermined number of experience points are accumulated. Characters progress rapidly through the lower levels at first, and then slow down because it takes more experience points to climb a level. 15 is the maximum experience level allowed, but most players will never attain it. For newest books, characters reaching certain levels may receive new skills at level 1 or the OCC.

Skills:

The number and type of skills allowed is limited by the OCC (eg. fighter jocks can't be street smart). All Skills come with a base percentage. A one time bonus percentage may be added by the OCC towards a skill type. Every advancement in experience level increases the skill level by a predetermined percentage. To perform a skill successfully, roll less than or equal to the skill percentage with 1D100 to succeed. Skills generally range from 20 to 98%. No modifiers are provided. Unlike other games, if you do not have the needed skill, there is no provision to allow you to do it.

Combat:

All combat uses a 1D20 die plus a few modifiers. Initiative is rolled at first, with the highest roller going first for the melee round (15 seconds). Attackers may strike with a weapon or grapple. Defenders may dodge, parry, grapple, or take the

damage and simultaneously attack. A successful attack: $1D20 + \text{attack modifiers}$ greater than the opponent's $1D20 + \text{defense modifiers}$; anything else is a successful defense. Each attack or defense takes up one attack, the exception being the parry. The number of attacks is equal to the number allowed from the piloting stat plus combat stat. After a player makes an attack, the opposing character can then start his attack. This alternates until one character runs out of attacks in the melee; then the player gets clobbered by the other guy consecutively until he runs out of attacks. A new melee round begins when everyone runs out of attacks.

Attackers rolling less than a 5 automatically miss. Rolling a 20 without the aid of modifiers is a critical hit that does double damage and an optionally roll on the critical hit table. There are no range/speed/size modifiers. Attack and defense bonuses come from the vehicle being piloted and the PP attribute.

Damage:

Two Units: Structural Damage Capacity (SDC) and Mega Damage Capacity (MDC= $100 \times \text{SDC}$). SDC cannot damage MDC objects. Objects at zero SDC or MDC are crippled; objects below zero are destroyed. Weapon damage (except infantry sci-fi energy weapons) is realistic, but armor level is too high. This high armor is due to the inherent flaws in the game, which I'll discuss later. The gap between SDC and MDC is unreasonably large. Object must be destroyed to make it dysfunctional; disabling is not allowed except on a critical damage natural 20.

Examples: Average power armor = 100 MDC; average human level 1 = $20\text{SDC} + 10 \text{ HP}$; human at level 10 = $20\text{SDC} + 40 \text{ HP}$; 44 Magnum = $4D6 \text{ SDC}$; 0.50 caliber machine-gun = $7D6 \text{ SDC}$ per round; Bazooka = $1D4 \times 100 \text{ SDC} = 1D4 \text{ MDC}$; short range missile = $1D4 \times 100 \text{ MDC}$.

Glaring Flaws:

With countless hours of experience playing this game, I can think of hundreds of reasons why this game system annoys me. But to narrow thing down a bit, I will categorize them into Palladium's 5 monumental flaws.

First, the damage system SUCKS. There is no such thing as "one hit-one kill" here. The high armor level is due to the inherent limitation of combining both armor and toughness as one value. For example, a bazooka does $1D6 \text{ MD}$; a cyclone cycle

(from Robotech) can sustain 300 MD; does anyone think a motorcycle can take a minimum of 75 hits before it's put out of commission? And if armor is so high, why dodge at all? There are zillions of examples like this.

Secondly, this game uses an outmoded skill system that other publishers abandoned years ago. While combat is based on a contest of skill (ie. one's total roll is higher than the opponent's), skill themselves are not. Skills are not directly transferable to combat like they are in all good games; instead they rely on a separate hand-to-hand combat table based on experience level. Because percentage system, attributes are meaningless with no real role in skills. Players are limited to the OCC listed, so you can't play a character if the career doesn't exist in their books. People without the necessary skill can not resort to base attributes or defaults when he or she needs to perform a certain task. In almost all cases, you are not allowed to take a new skill except at the beginning of character creation. Skills automatically increase with experience, whether they've actually been used or not.

Thirdly, there is the lack of modifiers. A handcuffed drunk getting shot by alien blobs is just as likely to succeed at opening a lock with a hairpin as a professional thief with a sonic screwdriver. The lack of any kind of range/speed/size table for ranged weapons makes combat very boring and phony.

Fourthly, contrary to what the authors may say, the many games that make up the Palladium are incompatible. "Robotech" and "Rifts" are not usable with "Recon" which in turn is not compatible with "Fantasy" / "Heroes Unlimited" / "TMNT" / etc. This being the case, Palladium can truly be called a single system, though they have recently published a conversion books that is moderately successful but tedious. My suggestion is to simply not combine worlds which are in different modules of the game..

Fifthly, the worst problem I have with their system involves the company itself. Their books are riddled with spelling mistakes (almost as bad as anime newsletters!), conflicting data, and ambiguous information that annoy even the most casual of players. Subsequent issues rarely correct these mistakes. They are always adding new rules as they go

along, instead of properly revamping their entire system like Steve Jackson and Talsorian Games have done. Refusal to listen to remarks from game players have created an arrogant authorship not willing to acknowledge that they screws up big time.

Minor Flaws:

Too many to mention. Generally, they're all centered around on the the glaring flaws. The most significant minor flaws are: higher level characters are physically tougher than lower ones; HP increase with experience, but not SDC; no rules for miniatures are provided.

Anyone fed up with Palladium's mechanics but do not want to give up its combat or skill system should note that a lot of GURPS modifiers and options are totally compatible with Palladium, but not vice versa.

Support:

With over a dozen different titles available, there is no shortage of adventure possibilities with Palladium. However, not all are good values. "Rifts" provides the best value for a science fiction RPG because it unifies many rules from different Palladium books. "Robotech" and the martial arts books (including "Teenage Mutant Ninja Turtles") are quite badly done, and should be avoided unless you want a good source of trivia. "Beyond the Supernatural" is their best work and makes the best use of the Palladium system. "Heroes Unlimited" and "Fantasy" are acceptable, but again, their strength lies in RPG ideas, not mechanics. Recon has barely anything to do with the main system, but also makes for good trivia. Only "Robotech" and "Rifts" use the mega-damage system, so they are effectively incompatible with the other games.

Anime Recommendations:

Paranormal shows like Yotoden or Vampire Hunter D are in their element in this game. So are superhero and senselessly violent shows. But if the show does not have magic, sorcery, superpowers, or the supernatural, then look elsewhere. Senselessly violent shows like "Violence Jack" and "Fist of the Northstar", where the impossible is standard fare and reality is non-existent, are OK here. "Bubblegum Crisis" and "A.D. Police" are fair as well.

Due to the nature of the game system, some shows should avoid using this system. Martial arts shows like "Saint

...Continued on page 31

Continued from page 15...

is getting trashed and she mentions how tough these new boomers are. Nene and Linna try to help Sylia but the other two boomers don't think that's too fair and attack Linna and Nene...

Madegan has completed her data check and her suspicions were confirmed about the traitor: Millie Jackson. Madegan gets a report from the boomer following the Minister's kidnappers' car. Madegan instructs the boomer to wipe out the entire car including the minister. Anri notices the advancing car behind them. Largo calmly explains that the car is from Genom... Suddenly, a beam of light pierces the sky.

Largo walks up to the burning wreckage and picks out the boomer's head. He links with the head and transmits a message to Madegan. He announces that he wants to see the Chairman of Genom so he can get the OMS from him. Madegan is shocked: "What?! The OverMind Control System...but why in the world?" Largo snaps the boomer's head, terminating the transmission... Largo is walking away from the wreckage when a shot rings through the air. Leon has arrived and attempts to arrest Largo. Largo stares menacingly at the ADP Chopper pilot and calculations and data images flip in his retina. A beam from the sky pierces and destroys the chopper sending Leon sprawling. Largo picks up Leon by the neck: "You are high spirited as ever aren't you, Leon McNichol?" Leon: "You know who I am?" Largo: "Die!!" A shot rings through the air. Largo drops Leon and stares at the hole in his hand. A lone biker, Priss, approaches quickly...Anri recognizes the bike but is too late to stop Largo.... Largo motions with his hand and a beam strikes Priss sending her flying...

Largo orders Anri to continue onto Genom Tower. Priss, battered and bruised, gets up slowly and walks over to Leon. Priss can't believe the attack was truly a laser satellite... After making sure Leon was okay Priss starts to leave but Leon stops her. "Priss don't get involved. These aren't like your previous enemies. Let the ADP (that's a good one Leon!) handle it." Priss is startled and asks what Leon is talking about... Priss changes the subject and gets onto her motorcycle.

"Are you sure you're gonna be alright in your condition Priss!?" "I'm not getting in bed with you, even a hospital bed" and she drives away. Leon watches her depart with concern...

Madegan informs Quincy that Largo is on the way to get the OMS. Quincy explains that the OMS would give Largo control over the entire world. Back at the battle, things are going bad for the Knight Sabers. They are on the run and they've run out of running room. Sylia attempts to sacrifice herself to save the others but Mackies enters in a jet-copter with a missile barrage to save the day. Mackie reports that Priss' suit and motoslave are gone from their storage bay...

Largo arrives at Genom Tower. The Defence Minister comes running up to Madegan apologizing for his capture

Berlin. Quincy isn't sure exactly what Largo has done. "My will," announces Largo. Quincy can't believe he has a link with the beam satellites. Largo asks that Quincy see it with his own eyes and blows up the GPCC [Genom Production Control Centre]. Largo says that he's creating a new world for the cyberdroids. "NOW, you will have it over!" Madegan has had enough. The eight men shed their skins and simultaneously leap at Largo. A satellite beam pierces Genom tower...

Priss leaps off the roof of a nearby building saying that she's going to save Anri. Her motoslave wraps around her hardsuit and she rockets to Genom Tower. Inside the tower, Largo drops the last of the eight boomers to the ground. Quincy insists that cyberdroids cannot coexist with humans. Largo wants Quincy to free his people... Largo finds that this Quincy is a fake and kills him. The real

Quincy comes up on the monitor and laughs at Largo stating that he will never give the OMS to him. Largo destroys the monitor and turns to leave. Priss suddenly enters through the broken window stating she's come for Anri. Largo states that Priss killed Sylvie and Anri believes him... Anri runs forward and stabs Priss with a knife. Blood drips to the floor. Anri's revenge is complete...until Priss' tears fall onto Anri's face. Priss states that if she hadn't killed Sylvie that the entire city would have blown up. Largo attempts to kill Priss but Anri is hit and mortally wounded. Anri forgives Priss saying that she didn't want an entire city to die... Largo asks if the machine has ceased to function which enrages Priss. Priss fires her needle gun. Largo catches it and flips it back, embedding it in her shoulder.

Following that up with a punch which sends Priss through the wall and down onto a plateau. Largo whips off his jacket revealing the boomer underneath. At that point, Priss' motoslave appears in a tunnel, bringing hope to Priss. But that hope is crushed as the head of the motoslave falls to the ground. The other boomers have returned and now Largo won't have to dirty his own hands... The other super-boomers trash Priss and Largo gets a few kicks in as well. Priss is about to be sent to that shining place in the sky when a strange new motoslave stops them in their tracks. Largo orders a super-boomer to take on this interloper but the Typhoon II cuts the super-boomer in half with ONE PUNCH!



assuring that he did not spill the beans about Genom's international military restriction violations. Madegan rewards his loyalty with a slug between the eyes. Largo is surprised they would sacrifice the the Minister but shrugs it off. Quincy is impressed by Largo's display so far and asks that Largo join Genom...or else. Eight men in suits surrounding Largo and Anri draw their pistols. Largo laughs. Madegan thinks Largo just went off the deep end. Largo requests that the Genom Towers around the world be put up on the monitors. The Australia tower is disintegrated by a beam from the sky. The same fate meets the towers in Illinois and

Priss runs to the Typhoon and Largo tries to stop her but the Typhoon II provides cover for her. Inside the Typhoon, Priss' new advanced hardsuit awaits and clamps onto Priss' body. Priss is ready for anything now. She wipes out one boomer with a thrust-assisted kick and the other with a force punch. She attempts to jump kick Largo but Largo simply ducks and sends a force blow her way, shattering the arm of her suit. She doesn't want to know what would have happened had it been a direct hit. Largo winds up for another punch and Priss prays to Sylvie and Anri to give her strength and punches at Largo as well... their two fists collide and explode. Priss' suit arm cracks up to her

elbow... Largo smiles. Then his arm falls off. Priss did it! Sylia comes in with Linna and Nene and supports Priss. Largo claims that the Knight Sabers have injured a god and for that crime the punishment is death... his arm sweeps down. The beam satellite... Sylia beckons to Linna who comes down in the MSX-06 and locks onto the satellite [with Nene's help] and blows it out of the sky. The satellite's beam misfires and hits Largo instead of Priss and Sylia. Largo, still alive, rises out of the flames and says "Sylia... Sylia Stingray... you and I are of the same kind..." Sylia wonders how he knows her name and true identity.. Largo's mouth cannon is about to fire when a single shot pierces his head

sending Largo off the edge of Genom tower. Its Leon. The sun rises, Léon leaves, and the others get into the jet-copter to go home. Sylia looks back at the sun and says "Weak humans have nothing more to fear anymore, Brian J. Mason!" [Cool eh? Mason = Largo? It appears that Mason, before his death managed to advance the super boomer project at a rapid pace when he was head of Genom Production Control Centre (GPCC) and created Largo there. Before Mason's death, he transferred a mind imprint onto Largo's AI signature becoming what he always wanted to be: a boomer, a leader of the new race.]

Continued from page 19...

Meanwhile Camille is sent to find out about the negotiations. Katsu is on his own mission, and feels that if he kills Paptimus, Sara will notice him. He manages to enter the Gwadan, but Camille sees him and tries to stop him. Paptimus assassinates Jamitoff and ends up in combat in the "O". As he is about to kill Katsu, Sara screams "No!" and sacrifices herself for Katsu. Paptimus retreats along with Recco leaving a grief stricken Katsu behind.

The Ahgama heads towards the colony laser. Camille is sent out with the Z Gundam. He is followed by Katsu who wishes to kill Haman Kahn for the death of Sara. Meanwhile Haman Kahn is sensing Camille with her newtype powers. She launches in her Qubeley and comes across Camille. After a "Newtype" encounter with one another, both are more than ever determined to kill each other. Finally Katsu enters the scene and forces Haman Kahn to retreat after Camille damages her suit. Haman puts the asteroid Axcis on a collision course with the moon. Meanwhile Rosamia is sent out in the Psycho Gundam MK II to destroy the Ahgama. This leads her into a battle with Camille and she ends up dying. The AEUG successfully use the captured colony laser to deflect the asteroid from colliding with the moon.

The final battle is being fought near the colony laser involving the AEUG, Titans and the Axcis. The Ahgama launches all her suits. Camille encounters and duels with Jerid, while Emma and Katsu form the Super Gundam to fight Yazan and his squadron. Although Emma is able to destroy his squadron, Yazan causes Katsu in the G Defender's core fighter to hit an asteroid which results in his death. This distracts Emma long enough for Yazan to damage the Gundam Mk II. Just before Yazan is about to finish

Emma off, Henken places the Radish between them. Yazan takes a run at the cruiser, severely damaging it and hitting the bridge. Henkin dies in the process. Camille arrives on the scene with Jerid. The destroyed Radish angers him to such a point that he ends up destroying Jerid and sending him into the Radish which explodes. Meanwhile, Haman launches with her forces of over 100 suits. This force is destroyed by Char using the MegaBazooka. Camille finds and fights with Recco. Emma arrives with her damaged Gundam MK II and duels with Recco while Camille fights with Yazan. Emma ends up impaling Recco's suit, and leaves her suit to check on the condition of Recco. Yazan ends up destroying Recco's suit, effectively killing Recco, before Emma reaches her. Camille gets so angered that a Newtype aura forms around his mecha. He goes after Yazan and destroys his suit. Yazan manages to escape without Camille noticing. Camille rushes to Emma's side who has been hurt by a piece of debris. They drift into a derelict Titan ship. Before Emma dies, she tells Camille to finish the fight and win.

The AEUG plans to use the colony laser to destroy the remaining Titan fleet. A battle inside the laser develops between Char, Paptimus, Haman and Camille who enters the battle scene. They all meet each other in a theatre on the civilian area of the colony laser and exchange view points before returning to their suits. Bright is hesitant to give the fire order since Camille and Char are still fighting in the colony laser. As he sees them emerge, he gives the order to fire. The colony laser destroys all the remaining Titan forces. This enrages Paptimus who duels with Camille. Char is dueling with Haman who finally manages to destroy Char's suit. After several attempts to destroy the "O"

and countless philosophical arguments with Paptimus, Camille transforms the Z Gundam into the Wave Rider and rams the "O". Paptimus uses the last of his life energy to lash out with his Newtype powers at Camille. Fa retrieves Camille but fears that he may have suffered major brain damage in his fight with Paptimus. She takes him back to the Ahgama. Meanwhile, the remaining body of Char's suit drifts by with the cockpit open and no sign of Char....

... End of Z Gundam
NEXT ISSUE: Gundam 0083

Top Ten List of "Top Ten" lists we never want to see

By Cameron Cavers

- 10) Top Ten favorite subtitling fonts.
- 9) Top Ten ways to steal enough money to pay for this expensive hobby.
- 8) Top Ten reasons we like Hikaru more than Madoka.
- 7) Top Ten Astroboy episodes.
- 6) Top Ten reasons Gunbuster 3 was scientifically accurate.
- 5) Top Ten reasons we could watch "Clouds" part of Robot Carnival for hours and hours.
- 4) Top Ten Anime Canada Customs won't let into the country.
- 3) Top Ten things that ONE lever in the Phoenix controls.
- 2) Top Ten reasons Akira should be harder to understand.
- 1) Top Ten reasons we worship Streamline Pictures and hope they get the North American rights to all our favorite anime shows.

NEW VIDEO RELEASES

Name	Description	Sale Date	Price (Yen)	Length	Comments
Pat Labor P-14	LD	On sale now	4800	30 min	17 part OVA
Pat Labor P-15	LD	On sale now	7800	105 min	ep #43-45
Pat Labor S-15	LD	On sale now	4800	30 min	17 part OVA
Pat Labor P-16	LD	On sale now	7800	150 min	TV 47+special
Silent Moebius I	VHS	On sale now	9800	57 min	letterbox
Cyber Formula Round 9	LD	On sale now	7800	112 min	TV#33-37 - last eps
Minky Momo - vol 1/6	LD	On sale now	580	100 min	4 eps CLV
Shurato vol 5	LD	On sale now	5800	26 min	
Granzort Boukenhen part 2	LD	On sale now	4944	36 min	
Macross II OVA 1 - 2	LD	On sale now	4800 ea	30 min ea	6 part OVA
Babil Nisei	LD	On sale now	6800	30 min	
Ranma 1/2 Movie	LD	On sale now	9800	77 min	
Urusei Yatsura Itsudatte My Darling	LD	On sale now	9800	79 min	
Yawara! videos 1-5	LD	On sale now	9476	Various	
Gundam 0083 vol 7 - 10	LD	On sale now	4800 ea	30 min ea	12 part OVA
Dream Hunter Remu V	LD	On sale now	9800	45 min	
Granzort Boukenhen News! vo. 1	LD	On sale now	4944	30 min	
Kokoha Greenwood II	LD	On sale now	5800	30 min	
Silent Moebius	LD	On sale now	6800	57 min	
Genesis Survivor Gaiarth	LD	On sale now	9800	45 min	
The Spirit of Wonder	LD	On sale now	9800	40 min	
Seikima II	LD	07/01	????	55 min	Seikima II is a rock band
Godmars LD set	LD BOX (16)	07/05	96000	1600min	64eps
Wataru TV series part 1	LD BOX (12)	07/05	72100	1080min	45 eps
Gundam 0083 vol 11	LD	07/23	4800	30 min	12 part OVA
Princess Army OVA	LD (2)	08/01	4800	30 min	
Macross II OVA 3	LD	08/21	4800	30 min	6 part OVA
Video Girl Ai 1	LD	08/21	7800	60 min	2eps/LD
Bastard I	LD	08/25	4500	30 min	

Top Ten Anime Video Sales (1/13)

1. Fantasia
2. Fantasia (Japanese dub)
3. Gundam F91 (complete version)
4. Omoide Poroporo
5. Pat Labor P-12
6. Shurato
7. Arslan Senki
8. Peter Pan (Japanese dub)
9. Father Christmas (Japanese dub)
10. Pat Labor S-12

Top Ten Anime Video Sales (3/9)

1. Kokoha Greenwood II
2. Gundam 0083 - 7
3. Pat Labor P-14
4. Fantasia
5. Fantasia (Japanese dub)
6. Pat Labor S-14
7. Gall Force New Century
8. Omoide Poroporo
9. Peter Pan (Japanese dub)
10. 3x3 Eyes III

Anime TV Series Viewer Ratings

(1/27 - 2/23)
(2/10 - 2/16)

- | | |
|---------------------------|------|
| 1. Sazaesan | 31.2 |
| 2. Chibi Maruko-chan | 26.5 |
| 3. Dragonball Z | 23.8 |
| 4. Kiteretsu Daihyakka | 20.8 |
| 5. Doraemon | 19.3 |
| 6. Sazaesan (rerun) | 18.6 |
| 7. Yawara! | 18.2 |
| 8. Genji Tsuushin Agedama | 15.9 |
| 9. Magical Taruuto-kun | 14.6 |
| 10. Marude Dameo | 14.5 |

- | | |
|--------------------------------|------|
| XX. Kingyo Chuuihou! | 13.4 |
| XX. Ranma 1/2 Nettouhen | 12.5 |
| XX. Dodge Danpei | 11.2 |
| XX. Dragon Quest | 11.0 |
| XX. Raijin-Oh | 10.9 |
| XX. Densetsu no Yuusha Da Garn | 5.5 |
| XX. Mama ha Shougaku Yonensei | 4.7 |

Continued from page 9...

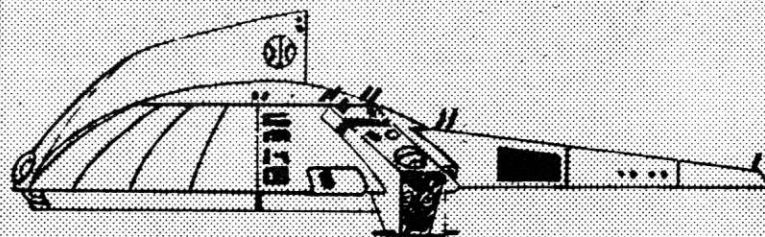
Episode #12 - "To America!! Good Bye Madoka"

Manga Equivalent Story - "I Like Japan" (Vol 3 Page, 135)

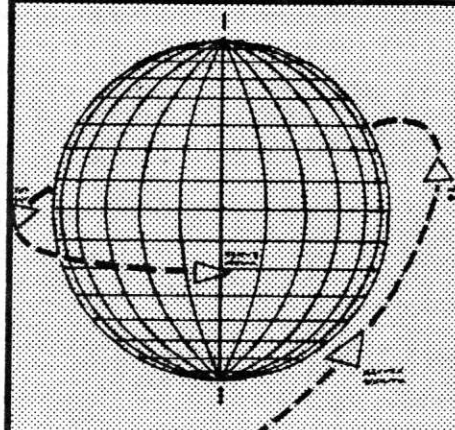
Episode Description: At Abcb, Hikaru and Kasuga learn from Master that Madoka is leaving to live with her sister and parents in America. During lunch time at school, Hikaru drags a reluctant Madoka up onto the school roof, where all her friends are waiting for her with a American style goodbye lunch Hikaru has made. The last day before Madoka is to leave, everyone is over at Abcb awaiting Madoka for her farewell party. When Madoka does not show up, everyone decides to go out and look for her. Kasuga finds Madoka at the top of the stairs where they first met. They end up in a park sitting on a swing set talking about America, and the times they had together. Finally, Kasuga tells Madoka that he does not want her to leave. At this point, Madoka bursts into laughter and tells him that she is really not going to America to Kasuga's surprise...

Comments: Probably one of the best (and one of my favorite) episodes of the first season. The story is very sad and depressing with probably the best collection of music to go with it.

26.9

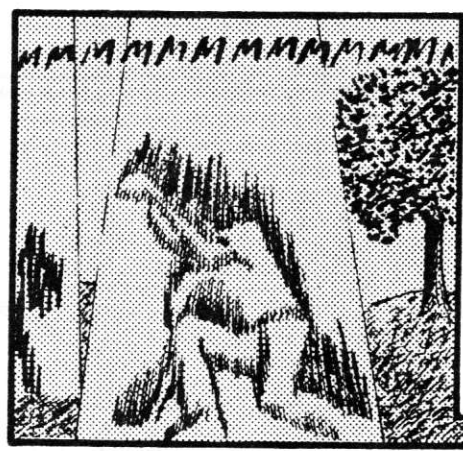


THIS, GUYS, IS THE ALIEN SPACECRAFT—1060m LONG, 840m WIDE, 280m HIGH, THE MASS IS ESTIMATED AT 19 000 000 TONS.



"AS YOU MAY ALREADY KNOW, THE SHIP ENTERED EARTH'S ORBIT LAST THURSDAY AT 1:47A.M. GREENWICH MEAN TIME AND REMAINED THERE FOR THREE DAYS. DURING THAT TIME, SCIENTISTS AND GOVERNMENTS ATTEMPTED TO MAKE RADIO CONTACT WITH THE SHIP BUT THEY FAILED."

"AFTER THOSE THREE DAYS, THE SHIP BROKE ORBIT AND DESCENDED INTO EARTH'S ATMOSPHERE TO AN ALTITUDE OF ABOUT 2700m. THE AMERICANS INTERPRETED THE ALIENS' SILENCE AND THEIR CHANGE IN POSITION AS ACTS OF HOSTILITY, AND THEY MOUNTED AN AERIAL STRIKE AGAINST THE SHIP. HOWEVER, THEY FAILED TO EVEN SCRATCH THE SURFACE OF THE HULL, AND WERE PROMPTLY WASTED. RUMOR HAS IT THAT THE PRESIDENT WAS CONSIDERING A NUCLEAR STRIKE, BUT THEN..."

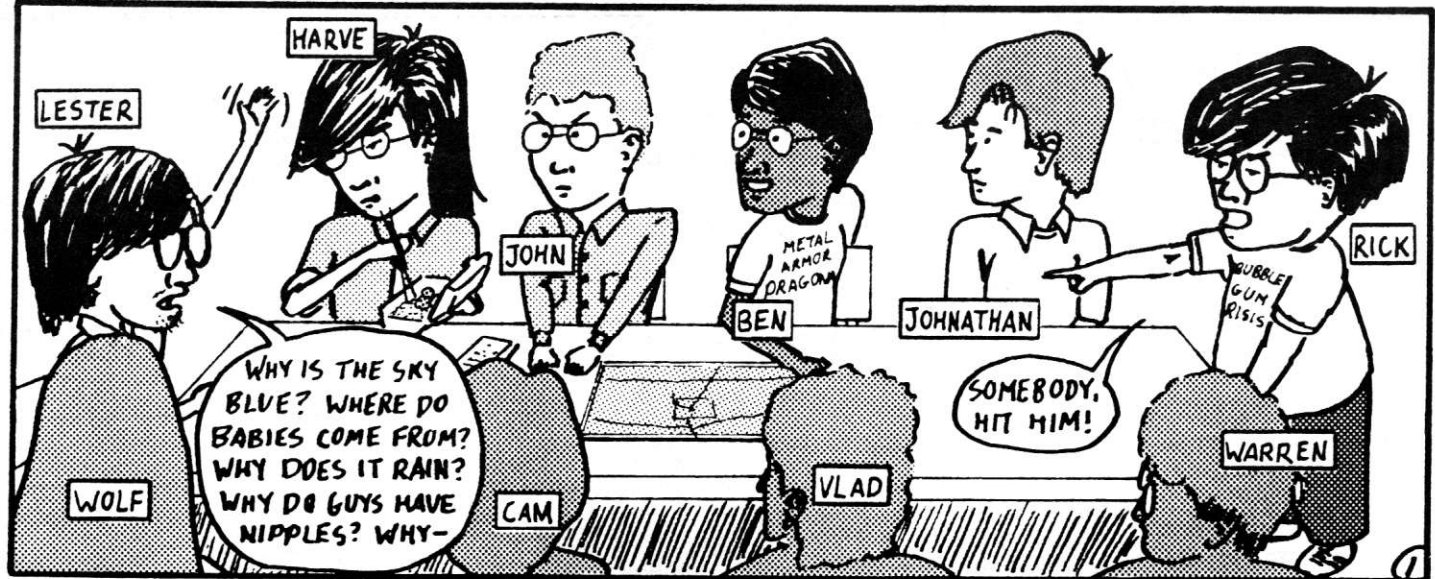


"... THE SHIP STARTED VISITING CITIES AND OTHER POPULATED AREAS. WE'RE NOW WATCHING SOME FOOTAGE TAKEN BY A NEWS CREW IN DETROIT. EVERYWHERE THE SHIP GOES, IT'S BEEN DOING THIS TO PEOPLE. SO FAR, ONLY MEN IN THEIR 20'S AND 30'S HAVE BEEN SINGLED OUT."

"BASED ON ITS COURSE, IT WILL VISIT EDMONTON TOMORROW AT ABOUT 1:40 P.M. OF COURSE, THAT MEANS WE BECOME POTENTIAL TARGETS. US EXECUTIVE MEMBERS HAVE TALKED IT OVER, AND WE'VE DECIDED TO LAUNCH AN OFFENSIVE ATTACK AGAINST THE SHIP BEFORE IT REACHES THE CITY. WE CALLED THE REST OF YOU HERE BECAUSE WE THOUGHT YOU'D WANT TO HELP US. DOES ANYONE HERE WANT TO BACK OUT OF THE ATTACK?"



NO? GOOD. NOW, DOES ANYONE HAVE ANY QUESTIONS?



WHY IS THE SKY BLUE? WHERE DO BABIES COME FROM? WHY DOES IT RAIN? WHY DO GUYS HAVE NIPPLES? WHY—

SOMEBODY, HIT HIM!

strikeforce

BY LESTER YUNG

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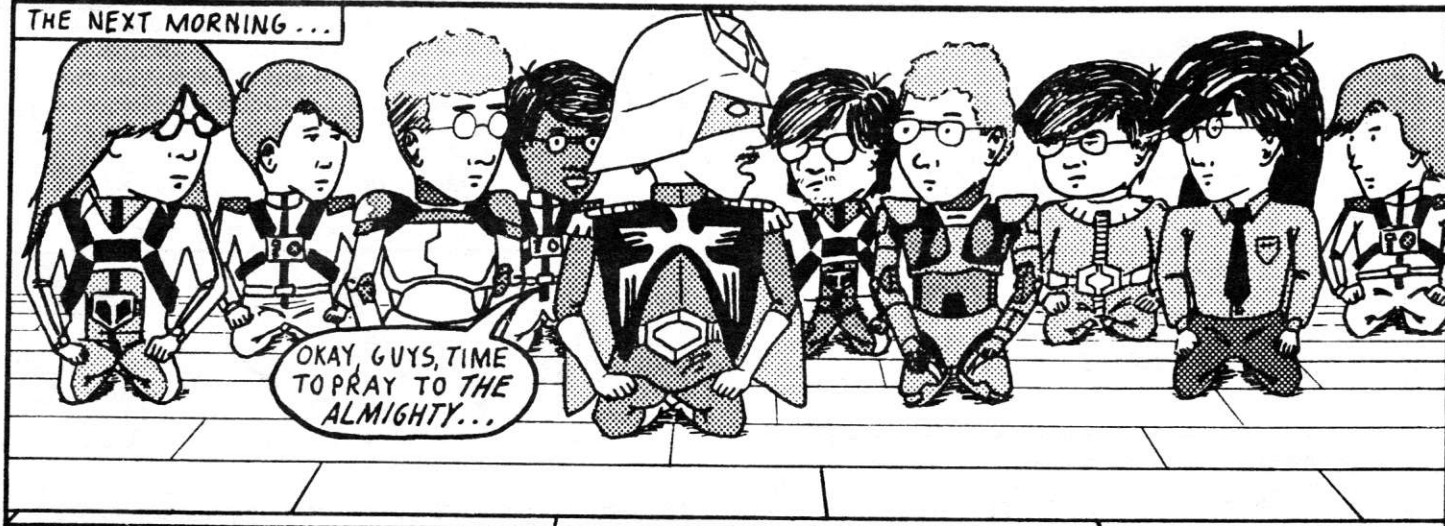
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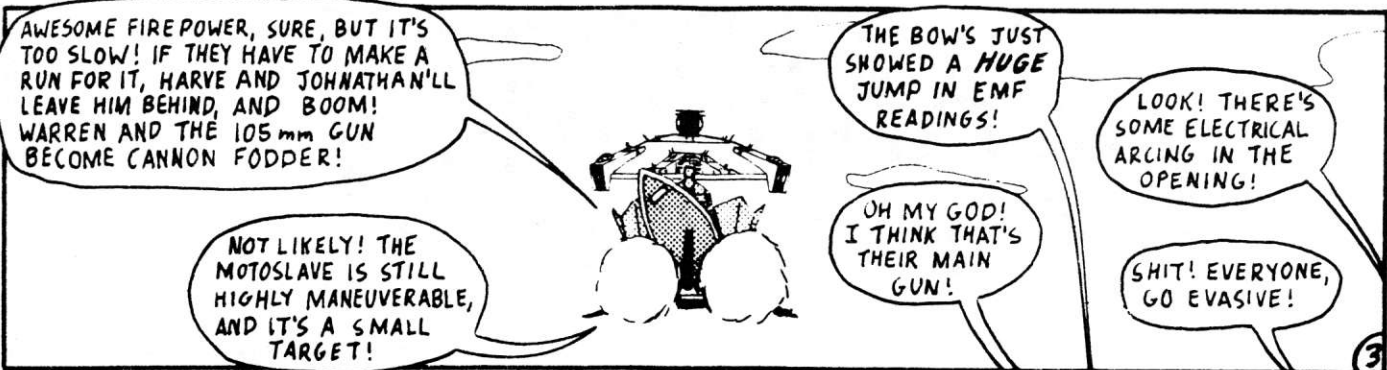
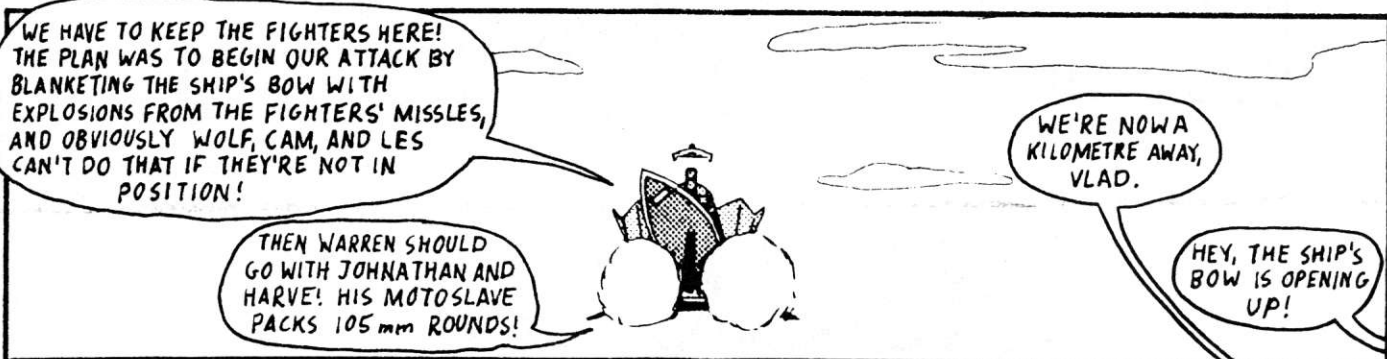
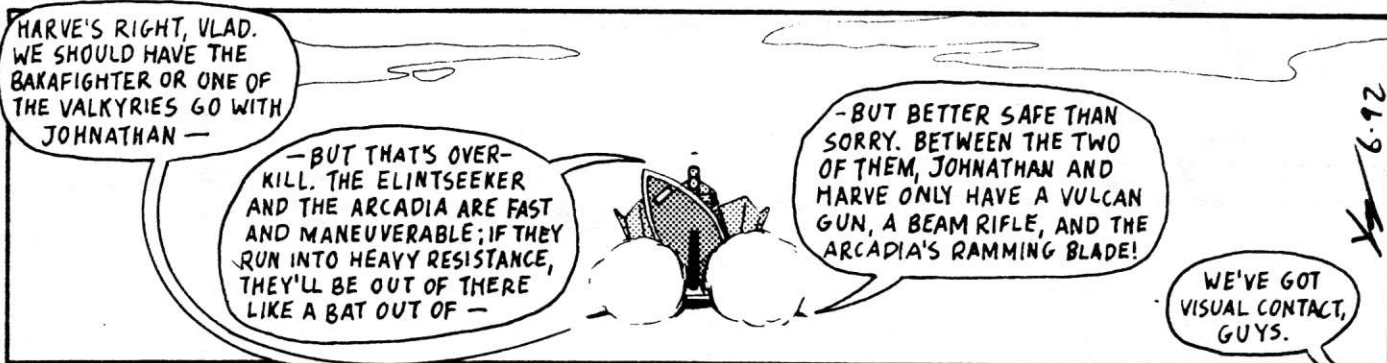
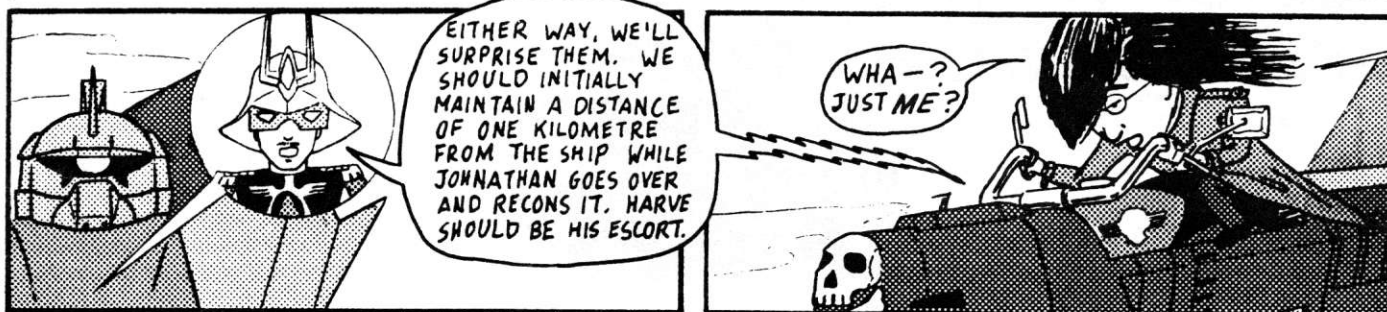
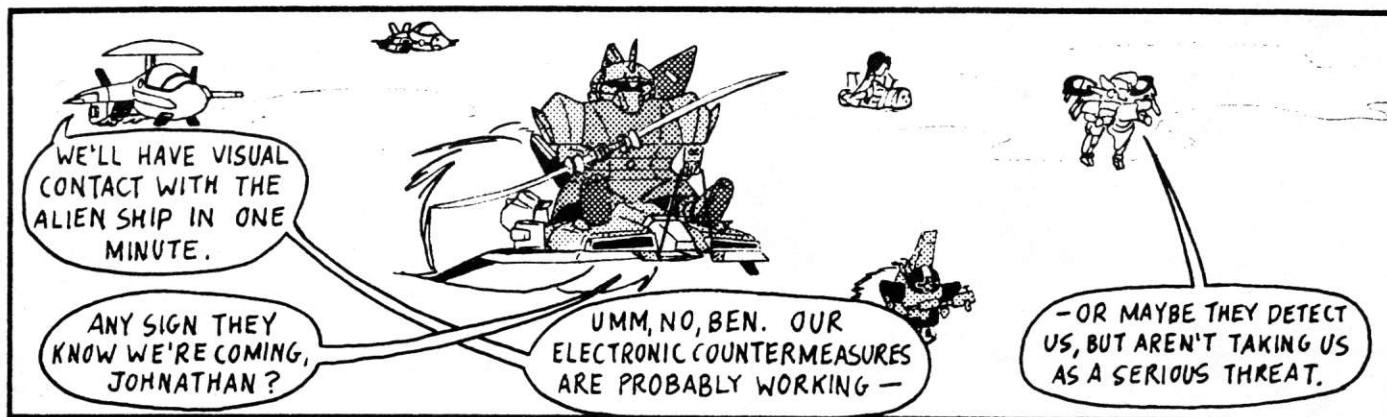
BAKA YARO! RAN
NO HAJIME!

BAHA

* THE BANZAI ANIME KLUB OF ALBERTA (A JAPANIMATION FAN CLUB)

THE NEXT MORNING ...





HEY! VLAD AND BEN ARE STILL DOWN THERE!

YOU THINK HE CAN EVADE GUIDED MISSILES IN THAT THING? YEAH, RIGHT!

BEN! VLAD! SHUT UP AND MOVE IT, YOU TWO!

WHO SAYS THEY HAVE GUIDED MISSILES OR ANY OTHER KIND OF TRACKING WEAPON? THE AMERICANS GOT WASTED BY DIRECTED ENERGY WEAPONS ONLY!

GET OUTTA THERE, YOU SMEG HEADS! YOU'RE FLYING RIGHT INTO THEIR MAIN GUN!

BEN! VLAD! SHUT
UP AND MOVE IT,
YOU TWO!

WHO SAYS THEY HAVE
GUIDED MISSILES OR ANY
OTHER KIND OF TRACKING
WEAPON? THE AMERICANS
GOT WASTED BY
DIRECTED ENERGY
WEAPONS ONLY!

GET OUTTA THERE,
YOU SMEG HEADS!
YOU'RE FLYING RIGHT
INTO THEIR MAIN GUN!

-WHAT?! WHAT'RE
YOU FELLAS YAMMERING
ABO-

AAARGHH!

TO BE CONTINUED...

Continued from page 23...

Seiya" and "Ranma 1/2" cannot be used because of the lack of available and reasonable fighting maneuvers in this game. Mecha from "Robotech", "Gundam", "Votoms" and their like blow up too easily on TV, so they can't be used either. Others to avoid: "Captain Harlock" (ship combat system incompatible), "Lodoss War" (magic uses fatigue, not inner strength points), "Orange Road" (Psionics ditto).

Conclusion:

For the novice, Palladium is a wonderful way of introduction to the world of roleplaying. It is extremely easy to learn simple, economical, can cover almost all possible RPG worlds, has titles such as "Robotech" and Teenage Mutant Ninja Turtles" to its credit, and introduces the fundamentals of all roleplaying games.

Unfortunately, its flaws are so severe that I can not recommend Palladium to the post-novice player. Every farfetched stories start out with a defined boundary of what is real and what is imaginary, but since the mechanics of the game can not be used to recreate reality, why should it be any better at recreating fantasy? For a game that considers itself to be highly versatile, Palladium falls flat on its face with unbelievable character, combat, damage and skill systems.

For the next issue, I will cover the game GURPS, which is almost flawless in execution, but creates a few problems by being so well thought out.

Answers to Macross Quiz on Page 16 - 17

1. b	2. c	3. a	4. a
5. d	6. a	7. d	8. a
9. b	10. c	11. b	12. a
13. c	14. d	15. b	16. b
17. d	18. a	19. a	

BAKA (Banzai Anime Klub of Alberta)

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July 6, 20, 1992
August 3, 17, 31, 1992,

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July 18/92
August /92.

Note: all meeting dates are what is so far booked but may be subject to change.
Contact Club for Theme subjects

For further information, please write to us at our address (Provided on the back page) or phone 450-1278 and leave a message.

Coming next issue:

- Gundam 0083
- More KOR episode guide
- BubbleGum Crisis 7
- Introduction to Silent Mobius
- More on Hayao Miyazaki
- A look at the GURPS RPG system
- More CD reviews
- Ranma 1/2
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